

BULLFROG'S OFFICIAL GUIDE TO

Dungeon Keeper™

EVIL IS GOOD



TM



BULLFROG'S OFFICIAL GUIDE TO

DUNGEON KEEPER

Written By

MELISSA TYLER AND SHIN KANAOKA

in association with

Incan Monkey God Studios



R . I . P .

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DYED THEIR
HANDS
IN BLOOD

NEIL COOK
STEVE FITTON
SEAN MASTERSON

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WADED KNEE-DEEP
IN BLOOD


BARRIE PARKER
JON RENNIE

COULDN'T ESCAPE
THE CARNAGE

TUESDAY FRASE
BRIAN TYLER
•CRUNCH MONKEYS•
•HAPPY PEOPLE•

POURED THEIR
BLOOD OUT LIKE
WATER

PETER MOLYNEUX
SIMON CARTER
JONTY BARNES


LAST VICTIMS OF
THE BLOODBATH

JENNIFER SPOHRER
WENDI DUNN
LISA GOODRICH

•DESIGN•LAYOUT•

bled on
one too
many a
page

DAVID
LADYMAN

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•STAT-
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WELTERED IN THEIR
OWN BLOOD

MELISSA TYLER
SHIN KANAOKA

•WRITERS•

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DUNGEON KEEPER MANAGEMENT ACADEMY™

The World Will Be Your Oubliette™ ...



... When You Take Advantage of Our Special Offer!

Are you tired of the same old routine, day in and day out? Do you have skills and talents that are underappreciated by the dolts surrounding you? Why fritter away your life in petty details, when you can flog some poor sap into doing the dirty work!

Without Dungeon
Keeper Management
Academy™, I'd still
be a two-bit torturer
in someone else's
cramped basement.
Now I've got my own
dungeon. Enrolling in
DKMA was the best
decision of my life!



— Merv the Glorious



To think that just last year I had never had a blood sacrifice in my name! ... I love my new career!

— Zortarian the Terrible

Remember: Great Tyrants are Made, Not Born!

If you can visualize yourself as the flinty-eyed ruler of trembling serfs, you have the drive to succeed! If you've ever wanted to slap someone into a quivering mess of blood and brain matter, you're already grounded in the basics of discipline and morale! What we're looking for is the basic building materials of Masters of Thousands, Destroyer of Worlds, Slayers of Innocents. We're looking for YOU!



I thought it would take years of pillaging and torture to learn what DKMA taught in just a week! I was amazed to discover that valuable experience could be had so cheaply!

— Ruben the Ravager

Look at Our All-Inclusive, Reasonably Priced Seminars!

Take advantage of our information-packed classes to learn everything there is to know about establishing and maintaining a reign of terror.



Field Guide for Novice Keepers (p. 10)

Why ride the learning curve? With this quick and comprehensive class, you can know as much from the outset as a “traditionally trained” Dungeon Keeper knows by his twentieth year.

Ear to the Wall Reports (p. 24)

Every Keeper, no matter how skilled, needs the cutting edge of insider information. Ear to the Wall’s field inquistors are well-versed in the arts of interrogation and background-checking. They guarantee the most detailed statistics on the market for both creatures and heroes.

Creatures (p. 42)

What are the available denizens for your labyrinthine workplace? We’ve accumulated resumé’s for creatures both common and exotic. Seasoned Keepers would kill for this valuable information, but it is available only through Dungeon Keeper Management Academy™. And, just in case a few over-zealous applicants stretch the truth in these resumé’s, we’ve had Ear to the Wall, Inc. run an extensive background check on each one.



Heroes (p. 77)

What fun is running a dungeon if you can’t entrap, torture and brutally kill those pink-nosed do-gooders? We offer an extensive dossier on all types of adventurers — so you can give them the time of their soon-to-be-terminated lives!

Work Smarter, Not Harder

Dungeon Keeper Spells (pp. 92-94). Are you going to be one of those stooping, pathetic Keepers who can't do more than wiggle his fingers and create an Imp? Or will you be a Towering, Fearsome Force that calls down destruction and ruin on his enemies?

Creature Abilities and Powers (pp. 94-95), Creatures (pp. 96-101), Imp Economics (pp. 102-103) and Gaining Experience and Levels (pp. 104-105). Ever get the feeling your "minions" might not be giving their all? The web of employee relations got you down? Looking for on-the-job-training advice?

Rooms (pp. 106-129) and Doors and Traps (pp. 130-133). Want to get the most out of your Scavenger Room? Have a couple of Lava Traps lying around and don't know what to do with them?

Exploring (p. 134), Building (p. 135) and Conquering (p. 137). Looking for more info on the building blocks of tyranny?

Sign up for our **Work Smarter, Not Harder** seminar. We bet you'll learn something you didn't know.

Total Quality Dungeon Management

Each Realm comes with its own challenges. If the suggestions from the **Work Smarter, Not Harder** course weren't specific enough for you, our **Realms of the Land** seminar is *Guaranteed to Solve Any Problems You Might Face™*. **Single-Player Realms** are tackled on pp. 144-221, **Hidden Realms** on pp. 222-233 and **Multiplayer Realms** on pp. 234-249.

Brief Words from the Dark (Creator-Overlords (p. 252)

We've picked the twisted brains that created this depraved, worm-eaten, gore-drenched sinkhole of a universe, and printed the results for all to see.





FIELD GUIDE FOR NOVICE KEEPERS

Start Intro.

It's customary for entry-level Evil Doers to view an inspirational film about the powers of darkness triumphing over the pathetic and puny heroes. It is indeed inspiring. The Lord of the Realm walks into the dungeon, an alarm goes off, there is a brief battle and the knight is dispatched.

It is an excellent film, but keep in mind it is for recruitment purposes only.

Note: Dungeon doors currently on the market are designed to lock upon detection of any noble thoughts. If your dungeon door opens wide to invaders, the standard door warranty allows you to hollow out the sales representative's skull with a barbed brain pick.

💡 Hit **[Esc]** to skip the introduction.

Select START NEW GAME.

Look down upon the hapless world through the window of your dark and forbidding tower. Choose a land ready for the taking. Realms that have been investigated by your evil advance scouts have a red flag flying over them.

Note: This is a good time to practice your evil chuckle, and contemplate the joys of wanton destruction.

Begin level.

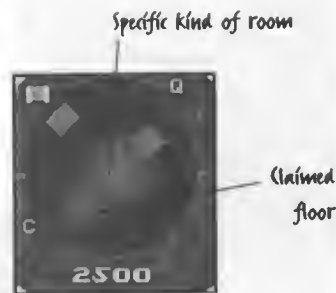
- ☠ Left-click on the red flag.

The on-screen tutorial is designed for you to follow the text on the bottom of the screen, while any buttons you are expected to left-click are “highlighted” with sparkles.

Look at the Overview Map.

One of the benefits of being a Dark Overlord is that you are always aware of what is around you. Compared to your mighty intellect, your creatures are sniveling worms, crawling about in the ground. They know only what they can see or smell; you know everything they know, and you know it all the time.

- ☠ Look at the Overview Map in the upper left corner of the screen.
- ☠ There is a center room, a room to the west, and a yellow patch to the east.
 - Claimed floor is red. If it is a specific type of room, it is a lighter red than if it is just ordinary floor.
 - Your creatures appear as black dots.
 - There is a gray dotted line between the location you are viewing (which is the center of the Overview Map) and your Dungeon Heart.
 - Enemies appear as white dots.
 - You can click on a location in the Overview Map, and your view will automatically center there.





Full Screen
button



North
arrow

Magnification Window

Align north to the top of your screen.

You're the master of all you survey. You shouldn't be turning your head sideways to figure out which way is up.

- ☛ Click on the Full Screen button (small white scroll icon in the upper left corner of the Overview Map) to switch to a full-screen view of the Overview Map. As you move your cursor over this map, a magnification window details the area the cursor passes over..
- ☛ Align the North arrow at the upper left corner of this magnification window with the center dungeon room and left-click.

Go to the empty room.

It is a common misapprehension that creating an evil empire is best done from scratch. The truth is that plundering virgin territory is hard ... only because it's so difficult to find virgin territory these days. Nine times out of ten someone has been there before you.

Take advantage of pre-dug areas, abandoned rooms and any loose change you might find lying about.

- ☛ Move to the empty room to the left of the center room by putting your cursor *all the way* to the left of the screen — or using [←] — and letting the dungeon area scroll.



Green box

- You can also move by left-clicking on a place on the Overview or Full Screen Map.
- When you put your cursor in the empty room to the left of the Dungeon Heart, your cursor creates a green box. As you move your cursor around, the box moves. Notice that the room is three boxes wide by three boxes deep ... nine boxes in all. The floor area, therefore is nine squares (bottom side of the box is the floor square) large.

Lay down a Treasure Room.

New Keepers often ask us: Why do you need to spend gold on a place where you just want to stack gold? Why not just pile it up in a corner? The answer is that gold is the single most important aspect of a smoothly running dungeon. A well designed Treasure Room is lighted to enhance the glittering nature of the gold and jewels, and mirrors are placed all around to heighten the effect. It makes the creatures' morale increase considerably on payday.

- Click on the Treasure Room button — it's the sparkling Pot of Gold icon.
- Left-click on each of the nine green boxes that appear in the empty room to the left of the flashing Dungeon Heart. Each time you click, you lay down a tile of a Treasure Room.
 - When the highlight box is green, you can put down a room tile. If it is red, you can't. Red boxes occur when you are over enemy or unclaimed territory or if a room tile has already been laid down.



Treasure
Room
button

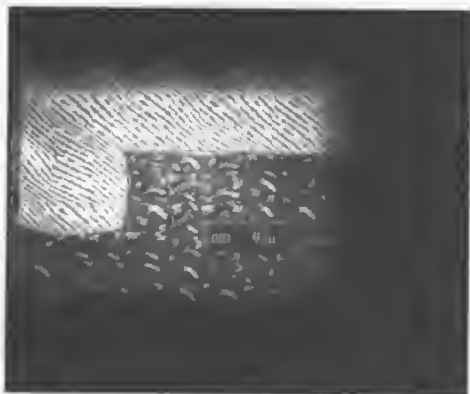


- Notice that when you put a room tile down the corresponding place in the overview (upper left hand corner) turns a lighter red.
- Check the overview to make sure you got all nine squares of the empty room.




Go back to normal mode.

- Press the right mouse button (i.e., right-click)



Find the gold.

- 💡 You'll recognize the gold by its metallic, sparkling texture.
- Move to the gold seam (it's a square) to the east by moving your cursor to the far right of the screen — or using .

Dig out the gold.

"Greed, greed, greed. Gold, gold, gold. All the gold must be yours, you must always have gold, gold must always flow in ... flow in ... flow in"

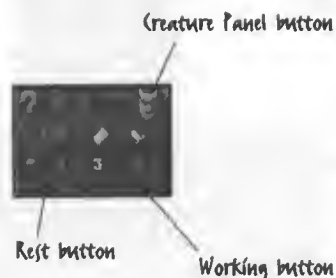
Excerpt from *Mantras for the Ruling Class*,
by Xenxt, High Dragon Lord

- 💡 Left-click on each of the nine gold squares of the gold seam.
- Notice that in the Overview, the gold's yellow squares are now blinking. When you tag rock or gold, it blinks until your Imps dig it out.

Check on the status of your creatures.

An Imp's standard contract states that they must give priority to mining any veins of gold that you have commanded to be dug out. Outside of that, their most important task, they will look around to see if there is any other task for them to perform. Imps will claim territory, fortify walls, gather up dropped gold and drag hostages to your prison or bodies to your graveyard. The trick is, they do not always see what needs to be done on the far side of the dungeon. Always keep an eye on them, and when they begin to mill around the water cooler, drop them near an unfinished wall and slap them upside the head.

- Left-click on the Creature Panel button — it looks like a demon head.
- Note that both your Imps are working, as you can see the number 2 under the working (brick) button. When they run out of things to do, they will be listed under the at rest (question mark) button. As you gain creatures, you'll add rows of information.

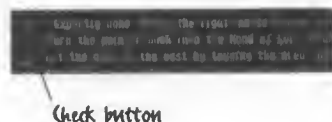


Make the text box go away.

- In the text box at the bottom of the screen, left-click on the "check" button.

Slap an Imp.

- Position your cursor over an Imp and right-click. It'll work faster. (And don't you feel better now, too?)



Possess one of your Imps.

Possession is one of the most important skills an up and coming Dungeon Master can cultivate. Creatures are inherently stupid, and cannot comprehend the “larger picture.” It is your job to make sure they are always working toward the larger picture, without ever telling them what it is or how to get there. Often, the best way to do this is to take over manual control of a strategic player on your empire-building team.

Research Panel button

Possess Creature button



- Left-click on the sparkling Research Panel button.
- Left-click on the Possess Creature button on the lower left of the panel.
- Left-click on a creature to Possess him.
- Use the mouse and arrow keys to move around.
- When you are finished, right-click to release him.

Realign north to the top of your screen.

- Click on the Full Screen Map button, then click on your dungeon to return to normal view.

Lay down a Lair.

Lairs are vital to the morale of your team, as your creatures need to sleep on an infuriatingly frequent basis. Without a place to sleep, they won't join your depraved army. If forced to go without sleep, they'll become cranky.

Lairs play an important part in maintaining an upbeat attitude in your minions. See our advice on Lairs (page 115) for more information on these troublesome personality quirks and conflicts.

Room Panel button

Lair button



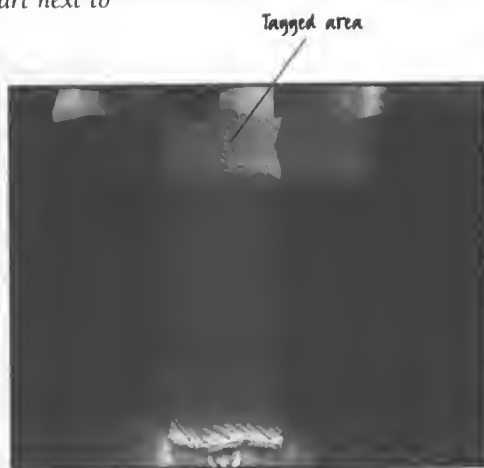
- Left-click on the sparkling Room Panel button.
- Left-click on the sparkling Lair button — it looks like a sleeping creature sitting on a nest.
- Go to the place where the gold used to be — to the east of the Dungeon Heart — and left-click on the nine squares of the empty room.
- Check the Overview to make sure you got them all.
- Right click to go back to normal mode.

Dig to the portal.

Although you can sometimes “inherit” creatures from abandoned dungeons, most creatures will enter your dungeon through the Portal that runs up to the surface. If you do not have access to a portal, you will not be able to recruit any monsters. If a Portal is connected to your dungeon, but is not claimed as your territory, it does you no good.

Notice that your Imps can only claim territory that is adjacent to territory that already belongs to you. Once they finish digging to the Portal they’ll run back to where you have claimed the floor and start laying down new floor tiles. They can’t start just anywhere, they have to have start next to floor that’s already finished.

- ☛ The entrance to the surface is the flashing square to the north of your dungeon.
- ☛ Tag (left-click) a row of squares from the north of your dungeon, through the black area, to the bottom of the entrance.
 - If your Imps don't start digging right away, check the overview to make sure you didn't miss the actual wall of the dungeon. You'll need to dig through that, too.



Check out the new information.

- ☛ Left-click on the “i” tab that has drops down the side of the information panel.
- ☛ You can close the text window by left-clicking on the “check” button, or erase the tab by right-clicking on the “i” button.

Check out the new creature information.

- ☛ Find out what new creature has entered the dungeon by left-clicking on the Creature tab.
- ☛ Close the text window or erase the tab.





Dig out another room.

- 💀 On the south side of your dungeon (or anywhere you want, really) tag another 3x3 room to be dug out.

Lay down a Hatchery.

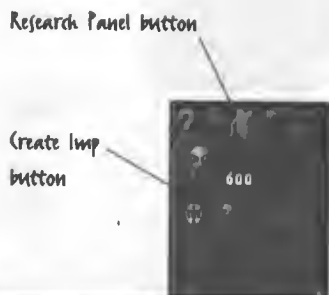
Food is highly regarded by the many-fanged forces of darkness. The recommended method of feeding your troops is creating a Hatchery. It is a self-sustaining system that produces live chickens for general consumption. Your creatures experience the thrill of the chase and the satisfaction of a live kill — except the sorcerers, who whammy their chickens into gourmet dinners.



- 💀 From the Room Panel select the Hatchery button — the one that looks like an egg.
- 💀 Left-click on the nine squares of the room you just had your Imps dig out.

Make a new Imp.

Imps aren't free — in fact the more you have, the more it costs to make another one — but they are worth the money it costs to create them. They do not eat; they do not sleep. They'll train if you drop them in a Training Room, but they won't volunteer for advancement. The more you have, the quicker gold can be mined, or territory claimed, or walls fortified. If you're in a realm with lots of gold or gems, it's best to have anywhere upwards of eight ... and thirteen is always a nice, cheerful number. Around this back-water burg, you probably won't need anywhere that many.



- 💀 Click on the Research Panel button (the one that looks like a book) and then left-click the sparkling Create Imp icon. (It looks like a little Imp.)

💀 Position your cursor over a place that you own (you own everything right now, this is only important later) and left-click to create a new Imp.

💀 Right-click to return to normal mode.

Make sure all walls are fortified.

Any idiot with an axe can hack his way through packed dirt. An Imp, however, is versed in the art of fortifying a wall so that no one can break through.

There are some small things to keep in mind when it comes to fortifying walls. Imps cannot fortify a wall if it is over a plain dirt floor. The floor must be claimed by you. It takes them longer to dig through a wall they have previously fortified than it does for them to dig through dirt.

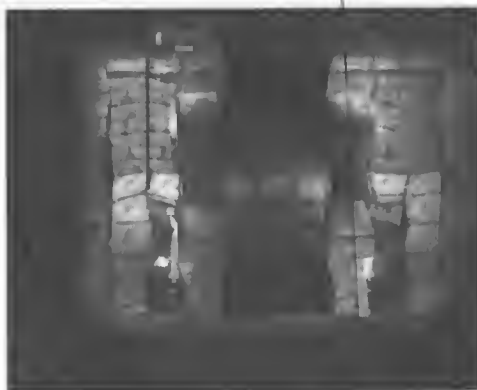
Moreover, if an Imp claims a floor previously claimed by your enemy, any adjacent wall fortification crumbles away. In other words, when you take over a fortified room, the walls are weakened, and your Imps will need to take the time to re-fortify them.

💀 Look at the overview and check that your entire dungeon is surrounded by gray walls. There may be a weak spot that doesn't have a thick gray line around it.

- If there is a place that isn't fortified (i.e., a gap in the thick gray wall), and if there isn't an Imp working on it, you'll need to grab an Imp and put him there.
- You can only fortify walls where you've claimed the floor, and you can't claim water, therefore you can't fortify the walls around water.



Weak area



Move an Imp.

Imps can be lazy little beasts, but they are not hopelessly stupid. If you drop an Imp somewhere, it will look around and then do whatever it sees that needs doing.

Drop an Imp on a plain dirt area, and it will run to the nearest “finished” floor and start claiming territory. Drop it next to an unfortified wall and it will start making the wall impenetrable. Drop it next to a body and it’ll drag the corpse to your graveyard.

There are two ways to move an Imp: pick one up off the ground, or select one from the Creature Panel.

- ☠ To pick an Imp, or any other creature you control, position your cursor over it. When it flashes, left-click to grab it.

OR

Select one from the Creature Panel, by left-clicking on either the Imp icon, or on any number in the Imp row.

- ☠ Once you are holding an Imp, move your cursor to the place where the wall is not fortified — the highlight box should be green.
- ☠ Right-click to drop the Imp. It should immediately begin working on the wall; if it does not, you did not drop it close enough to the unfortified area.



Increase the size of the Lair.

If your Lair is not big enough, not only will fewer creatures join you, but your own creatures will become annoyed.

- ☠ Tag about six more squares around the Lair.
- ☠ When the Imps have finished digging it out, and have laid down the floor, turn the extra space into more Lair.

Fight any adventurers who find a way to break in.

Actually, part of the joy of hiring depraved sociopaths is that you don't have to urge them to fight. They'll wade in and start eviscerating on their own. You may, however, have to drop them near the fight if they are too far away to see, hear or smell it.

- An adventurer shows up on your overview as a white dot.
- When a hero invades your dungeon, a dagger tab descends down the information panel.
- Your creatures will fight automatically if they see an enemy, but they might not see them soon enough.

💡 Center your view on the invaders either by clicking on the overview map, moving there with your mouse, or clicking on a creature or hero icon on the dagger tab.

💡 Pick up a few creatures by selecting them from the Creature Panel, and drop them next to the adventurers.



Adventurers



Dagger tab

Kill the Lord of the Realm.

Do it because your followers expect you to. Do it because it furthers your cause. Most of all, however, do it because it feels so good.

- 💡 When the Knight shows up, drop your creatures as close as you can to him.
- Remember, you can only drop your creatures on floor that belongs to you.

Chuckle evilly and press **[Esc]** to go to the next realm.

A message will appear when you have established dominion over the realm. Congratulations.



EAR TO THE WALLTM REPORTS



Welcome to Ear to the Wall's **DUNGEON RESOURCE SERIES**

We here at Ear to the Wall understand that proper staffing is the key to dungeon management — it can mean the difference between a rather dreary but otherwise ineffective dungeon and a truly five-star catacomb of unending darkness. We also know the shortcomings of the typical resumé and interview process. That's why we offer Investigative Reports and Comparative Analyses of potential hires and potential competitors. Our staff of top inquisitors find answers to the questions that could get you sued or eviscerated. We put our neck on the block so you don't have to.

Explanation of Report and Analysis Terms

The following pages contain an explanation of each of the statistical categories that we investigate. These appear on the Investigative Report of each individual creature in our Dungeon Resource Series, and in the Comparative Analysis of all creatures that has been compiled for each category. Each statistic is listed as it appears on the Investigative Reports — if a different abbreviation is used in the Comparative Analysis, that abbreviation is listed in brackets.

In some of the areas investigated, a creature improves with experience. For such areas, we have divided three benchmarks: "1st level," for creatures new to the job market; "5th level," representing creatures with intermediate experience; and "10th level," for highly experienced creatures.

How do the raw numbers and categories collected in the field relate to the numbers and categories in this report?

Not as directly as we'd like. However, where we've modified a number or category label, it's been to make this report easier for you to understand. We hope you'll agree.

One general change we've made — some creature stats, like Defence and Dexterity, are usually measured on a 1-255 scale. We've adjusted those stats to a percentage scale, 1-100%, to make them easier to compare.



Explanation of Report and Analysis Terms, cont.

Raw Term

Report Term and Description

Information Panel

<i>Payday Bar</i>	This bar measures time. It fills in about 8 minutes.
<i>Research Time Bar</i>	Detailed in Investment Potential . These bars measure your progress toward the next researched or manufactured item. The bars will always be the same length, regardless of actual time required — when the bar is filled, you're finished. This report gives the specific investment required for each item.
<i>Workshop Time Bar</i>	

Primary Creature Information Panel

<i>Creature Anger Bar</i>	Detailed in Psychological Profile . Once a creature's Anger Bar reaches the halfway mark (we're calling that 100 annoyance points), it heads to the Temple for soothing meditation (if there is a Temple) or to its Lair to sulk (otherwise). When the bar fills completely (i.e., the creature has accumulated 200 annoyance points), the creature snaps.
<i>Creature Weapons or Creature Spells</i>	This report calls these Creature Abilities and Powers , since they don't always include weapons (some are unarmed combat abilities) and we'd like to more easily distinguish Creature Powers from the Keeper's Spells.

Secondary Creature Information Panel

<i>Defence (1-255)</i>	<i>Chance of Dodging Blow or Trap</i> , given in this report as 1-100%.
<i>Luck (1-255)</i>	<i>Chance of Doubled Attack or Defense</i> , given in this report as 1-100%.
<i>Dexterity (1-255)</i>	<i>Chance of Melee Hit</i> , given in this report as 1-100%.
<i>Strength, Wage</i>	<i>Damage (Health points) per Melee Hit, Wage</i> . No modifications in these numbers.
<i>Creature Kills, Gold Held</i>	How many creatures it's killed and how much gold it's currently holding. Neither are addressed in this report.
<i>Skill (1-255), Blood Type</i>	Skill is a composite valuation of the creature's overall abilities and training. Blood type is the creature's blood type. Neither has any direct relevance to this report.

Professional Aptitudes

(Comparative Analysis on p. 30)

Known Aliases. Some wily creatures operate under several handles. We gleefully blow their cover.

Primary [Primary Job]. What the creature does best.

Secondary [Secondary Jobs]. Other skills in which the creature has high aptitude.

Refuses [Jobs that will be Refused]. Tasks the creature refuses to do, even when asked politely by attractive members of some other gender. Even putting the creature into the corresponding room (for example, into a Workshop, for creatures who refuse to manufacture), creates intense annoyance — see the **Psychological Profile**, pp. 37-39.



Explanation of Report and Analysis Terms, cont.

Combat Prognosis

(Comparative Analysis on pp. 31-34)

Damage (Health points) per melee hit [Damage/melee hit]. The amount of damage the creature inflicts with each successful blow in hand-to-hand combat, whether it be by tooth, claw, sword or scythe. This is expressed in health points™ (see **Physical Evaluation**, next page), and increases as the creature grows more experienced.

Chance of Melee Hit [Melee chance]. The base percentage chance that the creature will hit each time it swings (or bites, or claws). This chance increases as the creature becomes more experienced. On the other hand, its target's **Chance of Dodging Blow** reduces this base percentage. (See **Is 100% a Sure Thing?** p. 138.)

Chance of Dodging Blow or Trap [Dodge chance]. The percentage chance that the creature will avoid getting hit. In combat, this value reduces its opponent's chance of hitting. As a creature becomes more experienced, it gets better at dodging.

Experience (EPs) for Hitting It [EPs to hit it]. Each time you hit in combat, you get more skilled at hitting. Each time you hit a creature of this type, you gain this many experience points™. Notice that the number of EPs you get increases with the experience of your opponent.

Chance of Doubled Attack or Defense [Doubling chance]. Since we know our research methodology is flawless, this factor has been introduced to explain apparent anomalies. Some creatures simply appear to be luckier than others. A certain percentage of the time (expressed by this number for each creature), the creature launches a blow that is twice as effective. Just as often, the creature is twice as dexterous at avoiding a blow or trap.

Damage (Health) absorbed by armor [Armor reduction]. If the creature is hit, how much of each blow is absorbed by the creature's armor — plate mail, exoskeleton, nipple rings, etc. This is given as a percentage of the blow's impact; the harder the blow, the more damage the armor absorbs.

Attack Preference [Attack pref.]. Some prefer to wade into close combat; others prefer to attack from a distance. This isn't a factor unless there's an option. For example, the Dark Mistress prefers ranged combat, but must fight hand-to-hand until she learns how to throw a bolt of lightning.

Special Powers (Level Acquired). Every creature learns something special along the way. Some (like the Warlock) concentrate on such exotic skills. This category lists all powers that the creature will learn as it gains experience. The parenthetical number is the level at which the creature gets it. (A separate Comparative Analysis, categorized by power rather than by creature, appears on pp. 34.)



Explanation of Report and Analysis Terms, cont.

Physical Evaluation

(Comparative Analysis on p. 35)

Health (health points). How much damage the creature can take before dying. This increases with experience. Health points are sometimes referred to as hit points.

Health Recovered per Second of Sleep in Lair [Health/sec. of sleep]. Sleep knits the unravelled sleeve of ... something-or-other, and it heals creatures, too. Every second a creature sleeps in its lair, it recovers this many health points. The more experienced a creature grows, the faster it recovers Health in this way.

Flees to Lair when Health Below [Flees if Health below]. You can instruct a creature to flee when badly wounded (via Creature Tendencies in the Information Panel). If you have done so, this is the point at which the creature decides things have gone far enough. If the creature's Health falls below this percentage (of total Health), it stops what it's doing and heads straight to its lair.

Leaves Lair when Healed This Much [Sleeps till healed]. Once a creature has spent sufficient time licking its wounds and recovering Health in its lair, it will venture forth once more. This percentage (again, of total Health) is how well it must be to get back to work.

Slaps it Takes to Kill It. There is much to be said for slapping your recalcitrant employees around to encourage productivity, but the Dungeon Safety and Health Administration notes that too much slapping can be detrimental to a creature's Health. This many slaps will kill the creature.

Base Speed (Tiles per Second) [Speed (tiles/sec.).] This indicates how fast the creature can travel, measured in how many tiles it can traverse in a second. In other words, it is the creature's base speed (in tiles per second).

Gold-Carrying Capacity. How much gold the creature can carry.

How Often It Gets Hungry (Minutes) [Hungry every (min.)]. How many minutes the creature can last between feedings. Note that creatures don't get hungry while in your Hand. Apparently, they have better things to worry about.

Chickens It Takes to Fill It. How many chickens it takes to give this creature a square meal. If it can't consume this many, it will continue to be hungry.

Turn Rate (only on comparative chart). The relative speed at which the creature can turn around — slow, medium or fast.



Explanation of Report and Analysis Terms, cont.

Investment Potential

(Comparative Analysis on p. 36)

Time to Recruit a 1st-Level Creature (minutes). [Recruit. time (min.)] How long it takes to recruit one entry-level creature of this type.

Cost to Attempt to Recruit One (gold). [Recruit. cost (gold)] Your total expenditures for said recruitment.

Research Points per Second. A certain amount of time must be invested in research to discover the structure of each new spell or room. For ease of explanation, this research is quantified by research points. If the creature is in the Library, it can contribute the listed number of research points (per second) toward the next discovery. Note that this value improves with experience.

Manufacturing Points per Second [Mfg. points/second]. As with research, it takes work to build a door or trap, quantified in this case by manufacturing points. If the creature is in the Workshop, it can contribute the listed number of manufacturing points (per second) toward the next item to be built. Again, note that this value improves with experience.

Wage (gold pieces, every 8 minutes). As in any industry, payday comes more often than the Chief Financial Officer would prefer. However, few paydays come as frequently as those in the dungeon — about every 8 minutes. It must have something to do with shortened life expectancies, although Ear to the Wall has not yet been able to determine where creatures spend or invest their remuneration. Note that the more experience a creature has, the more it expects to be paid.

Training Time (Seconds per 1000 EPs). Creatures can spend time in a Training Room, gaining experience without the risk of mortal peril. Every time the creature spends this many seconds in a Training Room, it gains 1000 EPs (experience points). (The number listed is just a benchmark number — any amount of time spent in a Training Room adds to the creature's experience. For example, it gains 500 EPs for spending half of the listed time in training.)

Training Cost (per 1000 EPs). Of course, nothing is free. It costs this many gold pieces for the creature to gain 1000 EPs through training. (Again, this is just a benchmark number.)



Explanation of Report and Analysis Terms, cont.

Psychological Profile

(Comparative Analysis on pp. 37-39)

Torture Threshold (Seconds). The creature can hold up this long under torture before it breaks. At that point, an enemy will either convert to your side (1/3 chance) or reveal something about its home dungeon (2/3 chance). Once a creature converts, it remembers nothing more about its original dungeon.

If you continue to torture your own employee beyond its torture threshold, it and all its kin will accept 1/2 pay, and its kin will work at 25% improved efficiency — motivational theory in action! (Of course the creature itself will not be working, being somewhat tied up.)

Annoyance, Pleasure and Snapping Points

All creatures have a snapping point, when they run out of patience. As a potential employer, it is useful to know exactly which minor annoyances — being tortured, going hungry, not being paid — they most object to. Assuming 100 is the limit for each creature, each possible annoyance has been assigned a value (in “annoyance points,” if you will). When the sum of annoyances reaches 100, a creature heads for the nearest Temple. If there is no Temple available, it goes to its lair and sulks. If annoyances keep accumulating (and they will unless you do something, if only because it is sulking), so that the sum reaches 200 annoyance points, the creature snaps.

What It Does When It Snaps. Creatures react in various ways to running out of patience. Most will simply leave your employ, and the dungeon. Others start destroying things — the walls, the rooms, each other. And a few will actually steal your gold or start persuading others to leave.

Annoyance at / Pleasure at. These are mostly self-explanatory. Note that those categories which list a time period (“per second”) continuously add to (or subtract from) the total as long as the condition continues. For example, most creatures are continuously annoyed while standing on a dead ally. Those categories without a time period add (or subtract) for each occurrence. For example, most creatures are annoyed each time an ally voluntarily leaves the dungeon.

Summary of Unique Creature Features

(Comparative Analysis on pp. 40-41)

The final two pages of the Comparative Analyses list all other miscellaneous significant features of those in the employment pool — which can fly, which are feuding, and so forth.



COMPARATIVE ANALYSIS

Professional Aptitudes

	Primary Job	Secondary Jobs	Jobs that will be Refused
<i>Beetle</i>	None	—	—
<i>Bile Demon</i>	Manufacturing	—	—
<i>Dark Mistress</i>	Fighting	Training and Kinky Torture	—
<i>Demon Spawn</i>	Training	Barracks Duty	—
<i>Dragon</i>	Research	Training	—
<i>Fly</i>	Exploring	—	—
<i>Ghost</i>	Temple Duty	Research	—
<i>Hellhound</i>	Seeking the Enemy	—	—
<i>Horned Reaper</i>	Fighting	—	Barracks Duty
<i>Imp</i>	Digging	—	—
<i>Orc</i>	Training	Guard	—
<i>Skeleton</i>	Training	Grouping	—
<i>Spider</i>	Freezing Prisoners	Training	—
<i>Tentacle</i>	Fighting	—	—
<i>Troll</i>	Manufacturing	—	Research
<i>Vampire</i>	Scavenging	Research	Manufacturing
<i>Warlock</i>	Research	—	Manufacturing
<i>Archer</i>	Manufacturing	—	—
<i>Barbarian</i>	Training	—	—
<i>Dwarf</i>	Manufacturing	—	—
<i>Fairy</i>	Research	—	—
<i>Giant</i>	Training	—	Research
<i>Knight</i>	Fighting	—	—
<i>Monk</i>	Research	—	—
<i>Samurai</i>	Fighting	Training	—
<i>Thief</i>	Fighting	—	—
<i>Tunneller</i>	Fighting	—	—
<i>Witch</i>	Research	—	—
<i>Wizard</i>	Research	—	Manufacturing
<i>Avatar</i>	Fighting	—	—



COMPARATIVE ANALYSIS

Combat Prognosis

	Damage/ melee hit	Melee chance	Dodge chance	EPs to hit it	Doubling chance	Armor reduction	Attack pref.
<i>Beetle</i>	25	22%	16%	2	1%	10%	Melee
<i>Bile Demon</i>	80	16%	12%	9	2%	24%	Melee
<i>Dark Mistress</i>	60	28%	27%	15	8%	20%	Ranged
<i>Demon Spawn</i>	50	28%	20%	6	3%	16%	Melee
<i>Dragon</i>	90	24%	20%	17	7%	35%	Melee
<i>Fly</i>	10	20%	12%	3	6%	4%	Melee
<i>Ghost</i>	20	36%	24%	14	4%	8%	Melee
<i>Hellhound</i>	55	28%	20%	13	3%	14%	Melee
<i>Horned Reaper</i>	150	64%	27%	35	12%	27%	Melee
<i>Imp</i>	5	24%	2%	1	0%	2%	Melee
<i>Orc</i>	65	24%	25%	15	5%	24%	Melee
<i>Skeleton</i>	55	28%	20%	10	1%	8%	Melee
<i>Spider</i>	40	24%	20%	3	1%	12%	Melee
<i>Tentacle</i>	50	26%	20%	12	1%	20%	Melee
<i>Troll</i>	40	20%	20%	7	4%	14%	Melee
<i>Vampire</i>	70	32%	31%	20	10%	12%	Ranged
<i>Warlock</i>	20	40%	12%	12	2%	6%	Ranged
<i>Archer</i>	20	40%	24%	13	6%	8%	Ranged
<i>Barbarian</i>	60	28%	24%	6	4%	20%	Melee
<i>Dwarf</i>	50	22%	12%	7	1%	16%	Melee
<i>Fairy</i>	10	28%	12%	10	16%	4%	Ranged
<i>Giant</i>	100	24%	12%	15	8%	24%	Melee
<i>Knight</i>	80	60%	12%	25	6%	39%	Melee
<i>Monk</i>	40	32%	31%	14	12%	8%	Melee
<i>Samurai</i>	80	36%	27%	20	8%	24%	Melee
<i>Thief</i>	30	48%	31%	9	6%	8%	Melee
<i>Tunneller</i>	40	16%	16%	2	0%	12%	Melee
<i>Witch</i>	20	32%	12%	15	2%	8%	Ranged
<i>Wizard</i>	20	40%	12%	14	2%	6%	Ranged
<i>Avatar</i>	150	72%	43%	75	8%	47%	Melee



COMPARATIVE ANALYSIS

Special Powers

	1st Level	2nd Level	3rd Level	4th Level	5th Level
Beetle					
Bile Demon		Poison Cloud		Fart	
Dark Mistress					
Demon Spawn				Missile	
Dragon	Flame Breath	Heal	Grenade		
Fly					Sight
Ghost	Rebound		Invisibility		
Hellhound			Speed		Flame Breath
Horned Reaper					Speed
Imp	Digging		Speed		
Orc					Speed
Skeleton					Armour
Spider		Slow		Freeze	
Tentacle					Freeze
Troll				Speed	
Vampire		Flight	Slow	Teleport	Heal
Warlock		Fireball	Heal	Meteor	Invisibility
Archer	Arrow			Nav. Missile	
Barbarian					
Dwarf				Armour	
Fairy			Drain	Lightning	Heal
Giant					
Knight				Rebound	
Monk		Heal	Armour	Slow	Missile
Samurai					Sight
Thief				Speed	
Tunneller					
Witch		Flight	Poison Cloud	Rebound	Wind
Wizard	Missile		Fireball		Rebound, Heal
Avatar		Armour		Heal	



COMPARATIVE ANALYSIS

Special Powers (cont.)

	6th Level	7th Level	8th Level	9th Level	10th Level
<i>Beetle</i>		Freeze			
<i>Bile Demon</i>		Grenade			
<i>Dark Mistress</i>	Lightning	Speed		Drain	Teleport
<i>Demon Spawn</i>		Heal			
<i>Dragon</i>		Meteor			Word of Power
<i>Fly</i>			Speed		
<i>Ghost</i>	Wind		Drain		
<i>Hellhound</i>					
<i>Horned Reaper</i>					Slow
<i>Imp</i>					Teleport
<i>Orc</i>		Armour		Grenade	
<i>Skeleton</i>					Lightning
<i>Spider</i>			Hailstorm		
<i>Tentacle</i>					
<i>Troll</i>		Fireball			Grenade
<i>Vampire</i>	Drain	Armour	Wind		Word of Power
<i>Warlock</i>	Nav. Missile	Sight	Wind	Word of Power	
<i>Archer</i>	Speed		Slow		
<i>Barbarian</i>	Armour				
<i>Dwarf</i>		Rebound			
<i>Fairy</i>	Invisibility	Nav. Missile	Rebound	Meteor	Freeze
<i>Giant</i>					Speed
<i>Knight</i>		Heal			
<i>Monk</i>		Drain		Hailstorm	Word of Power
<i>Samurai</i>	Lightning	Speed		Freeze	
<i>Thief</i>		Invisibility			Rebound
<i>Tunneller</i>					Teleport
<i>Witch</i>		Lightning	Heal	Nav. Missile	Hailstorm
<i>Wizard</i>	Freeze	Hailstorm	Drain	Slow	Meteor
<i>Avatar</i>	Freeze	Drain	Nav. Missile	Invisibility	Word of Power



COMPARATIVE ANALYSIS

Powers/Creatures (and Level Acquired)

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Melee attack	All									
Fire arrow	Archer									
Armour		Avatar	Monk	Dwarf	Skeleton	Barbarian	Drc Vampire			
Dig	Imp									
Drain			Fairy			Vampire	Monk Avatar	Ghost Wizard	Dark Mis.	
Fart				Bile Dem.						
Fireball		Warlock	Wizard				Troll			
Flame Br.	Dragon				Hellhound					
Flight		Vampire Witch								
Freeze				Spider	Tentacle	Wizard Avatar	Beetle		Samurai	Fairy
Grenade			Dragon				Bile Dem.		Drc	Troll
Hailstorm							Wizard	Spider	Monk	Witch
Heal		Dragon Monk	Warlock	Avatar	Vampire Fairy Wizard		Demon Sp.	Witch		
Invisibility			Ghost		Wizard Warlock	Fairy	Knight Thief		Avatar	
Lightning				Fairy		Dark Mis. Samurai	Witch			Skeleton
Meteor				Warlock			Dragon		Fairy	Wizard
Missile	Wizard			Demon Sp. Archer	Monk					
Nav. Missile						Warlock	Fairy	Avatar	Witch	
Poison Cloud		Bile Dem.	Witch							
Rebound	Ghost			Knight Witch	Wizard		Dwarf	Fairy		Thief
Sight					Fly Samurai		Warlock			
Slow		Spider	Vampire Hellhound	Monk Troll	Horned R. Drc	Archer	Dark Mis. Samurai	Archer Fly	Wizard	Horned R. Giant
Speed			Imp	Thief Vampire						
Teleport										Dark Mis. Imp Tunneller
Wind					Witch	Ghost		Warlock Vampire		
Word of Power									Warlock	Dragon



COMPARATIVE ANALYSIS

Physical Evaluation

	Health (health points)	Health/ sec. of sleep	Flees if Health below	Sleeps till healed	Slaps needed to kill	Speed (tiles/ sec.)	Gold it can carry	Hungry every (min.)	Chickens to fill it	Turn rate
<i>Beetle</i>	250	10	60%	80%	22	1	300	4	1	Med.
<i>Bile Demon</i>	1200	8	60%	80%	-	1	3000	4	6	Slow
<i>Dark Mistress</i>	700	18	40%	40%	50	4/3	750	7	3	Fast
<i>Demon Spawn</i>	325	10	60%	80%	30	1	250	5	2	Med.
<i>Dragon</i>	900	6	60%	80%	40	2/3	5000	7	4	Slow
<i>Fly</i>	150	10	60%	100%	8	3	50	8	1	Fast
<i>Ghost</i>	200	8	60%	80%	-	4/3	1000	-	-	Fast
<i>Hellhound</i>	600	16	60%	80%	40	2	500	5	3	Slow
<i>Horned Reaper</i>	2000	16	60%	60%	80	2	2500	3	4	Fast
<i>Imp</i>	75	-	-	-	20	2	500	-	-	Fast
<i>Orc</i>	700	14	60%	80%	40	1	600	6	2	Med.
<i>Skeleton</i>	500	10	60%	80%	20	4/3	500	-	-	Med.
<i>Spider</i>	400	4	60%	80%	24	1	250	6	2	Med.
<i>Tentacle</i>	700	2	60%	80%	40	2/3	500	7	1	Slow
<i>Troll</i>	450	12	60%	80%	25	1	500	5	3	Med.
<i>Vampire</i>	800	18	60%	80%	60	4/3	2500	5	2	Fast
<i>Warlock</i>	350	12	60%	100%	17	2/3	400	7	3	Med.
<i>Archer</i>	300	4	60%	80%	30	1	250	4	1	Med.
<i>Barbarian</i>	700	10	60%	80%	40	1	1500	7	3	Med.
<i>Dwarf</i>	500	8	60%	80%	30	5/3	500	4	2	Fast
<i>Fairy</i>	150	4	60%	100%	8	4/3	250	4	1	Fast
<i>Giant</i>	650	10	60%	70%	40	2/3	1000	4	3	Slow
<i>Knight</i>	950	12	60%	60%	40	1	600	8	3	Fast
<i>Monk</i>	325	16	60%	80%	25	2/3	750	4	2	Slow
<i>Samurai</i>	700	18	40%	40%	50	4/3	750	7	3	Fast
<i>Thief</i>	250	8	60%	100%	30	1	1750	4	2	Fast
<i>Tunneller</i>	350	8	60%	80%	30	1	500	4	2	Slow
<i>Witch</i>	300	6	60%	80%	20	1	400	4	2	Med.
<i>Wizard</i>	350	8	60%	100%	17	2/3	500	4	2	Slow
<i>Avatar</i>	3000	18	60%	80%	60	1	1000	8	4	Fast



COMPARATIVE ANALYSIS

Investment Potential

Some creatures don't research; others don't manufacture, and so forth. "-" indicates which creatures are incapable of which activities.

	Recruit. time (min.)	Recruit. cost (gold)	Research points/ second	Mfg. points/ second	Wage (Gold)/ 8 minutes	Training time (sec./ 1000 EPs)	Training cost (per 1000 EPs)
<i>Beetle</i>	18	2750	20	20	18	56	125
<i>Bile Demon</i>	18	10,300	20	60	98	28	297
<i>Dark Mistress</i>	6	2850	40	40	175	28	188
<i>Demon Spawn</i>	9	2750	40	40	70	28	117
<i>Dragon</i>	3.5	2400	80	20	350	19	208
<i>Fly</i>	18	1375	20	20	5	56	78
<i>Ghost</i>	6	1150	40	20	20	56	313
<i>Hellhound</i>	6	1825	20	20	67	28	109
<i>Horned Reaper</i>	4.5	2575	20	-	950	56	2344
<i>Imp</i>	-	-	-	-	-	56	156
<i>Drc</i>	9	3450	-	60	95	28	117
<i>Skeleton</i>	18	5150	20	20	70	14	78
<i>Spider</i>	9	2075	20	40	25	56	281
<i>Tentacle</i>	9	1375	20	20	45	56	219
<i>Troll</i>	9	3100	20	80	50	56	188
<i>Vampire</i>	2.5	1075	60	20	750	14	195
<i>Warlock</i>	3.5	1725	80	20	120	28	234
<i>Archer</i>	9	1375	40	40	60	56	125
<i>Barbarian</i>	18	6200	-	40	95	19	208
<i>Dwarf</i>	18	2075	20	60	35	56	78
<i>Fairy</i>	18	1375	80	20	59	56	63
<i>Giant</i>	9	4300	-	40	43	28	273
<i>Knight</i>	-	-	20	20	540	19	208
<i>Monk</i>	6	1725	60	40	75	56	188
<i>Samurai</i>	6	3450	40	40	195	14	195
<i>Thief</i>	9	1375	20	20	57	56	188
<i>Tunneller</i>	18	3450	-	20	50	56	156
<i>Witch</i>	620	2300	60	20	75	28	125
<i>Wizard</i>	4.5	2150	100	20	125	28	234
<i>Avatar</i>	-	-	60	20	1200	14	391



COMPARATIVE ANALYSIS

Psychological Profile

	Torture threshold (seconds)	What it does when it snaps
<i>Beetle</i>	50	Leave dungeon
<i>Bile Demon</i>	50	Leave dungeon
<i>Dark Mistress</i>	150	Leave dungeon or kill creatures
<i>Demon Spawn</i>	50	Damage walls
<i>Dragon</i>	50	Leave dungeon or steal gold
<i>Fly</i>	35	Leave dungeon
<i>Ghost</i>	50	Leave dungeon
<i>Hellhound</i>	50	Leave dungeon
<i>Horned Reaper</i>	150	Rampage
<i>Drc</i>	50	Leave dungeon or destroy rooms
<i>Skeleton</i>	50	Leave dungeon
<i>Spider</i>	50	Leave dungeon
<i>Tentacle</i>	50	Leave dungeon or join enemy
<i>Troll</i>	50	Leave dungeon or destroy rooms
<i>Vampire</i>	100	Kill creatures or persuade allies to leave
<i>Warlock</i>	35	Persuade allies to leave
<i>Archer</i>	50	Leave dungeon
<i>Barbarian</i>	50	Leave dungeon or destroy rooms
<i>Dwarf</i>	50	Leave dungeon or destroy rooms
<i>Fairy</i>	50	Leave dungeon
<i>Giant</i>	50	Leave dungeon or damage walls
<i>Knight</i>	100	Leave dungeon
<i>Monk</i>	50	Leave dungeon
<i>Samurai</i>	100	Leave dungeon, kill creatures or join enemy
<i>Thief</i>	5	Leave dungeon or steal gold
<i>Tunneller</i>	50	Leave dungeon or damage walls
<i>Witch</i>	50	Leave dungeon
<i>Wizard</i>	50	Leave dungeon
<i>Avatar</i>	100	Leave dungeon

Note: It is physically impossible for an Imp to be annoyed. They're interns working for you for free, probably with dreams of upper-level management — as if they're going to mention being annoyed, and as if you need to care.



COMPARATIVE ANALYSIS

Things that Annoy It

	No lair (/sec.)	No hatchery (/sec.)	Woken up	Sulking (/sec.)	Dead ally (/sec.)	No pay line (/sec.)	Torture (/sec.)	Not paid	Being slapped	Bad job	Ally goes
Beetle	1/2	1/2	1	1	12	2	1	37	2	0	5
Bile Demon	3/2	3	7	1	10	2	2	25	10	0	5
Dark Mistress	3/2	1/2	-5	1	20	2	-3	50	-10	0	5
Demon Spawn	1	1	5	1	15	2	2	50	5	0	5
Dragon	2	3/2	10	2	5	5	5	75	15	50	5
Fly	0	0	1/2	1/4	0	0	0	0	0	0	2
Ghost	0	0	0	1/2	20	2	4	50	12	0	5
Hellhound	1	3/2	6	1	50	2	2	50	6	0	5
Horned Reaper**	2	2	75	7	-12	24	150	200	95	1000	5
Orc	1	1	3	1	10	2	2	50	5	0	5
Skeleton	0	0	3	1	10	2	1	25	2	0	5
Spider	1/2	1	2	1	12	2	2	50	5	0	5
Tentacle	1	1	5	1	12	2	2	50	5	0	5
Troll	1/2	3/2	5	1	15	2	2	50	5	0	5
Vampire*	2	1/2	45	2	-2	6	45	62	25	375	5
Warlock	2	1/2	6	3/2	37	2	4	62	17	100	5
Archer	1	1	5	1	12	2	2	50	5	0	5
Barbarian	1	1	2	1	10	2	2	50	5	0	5
Dwarf	1/2	1/2	5	1	12	2	2	50	5	0	5
Fairy	1	1/2	5	3/2	50	2	4	25	12	0	5
Giant	1/2	3/2	2	1	10	2	2	50	5	0	5
Knight	2	2	6	2	32	6	6	87	8	200	5
Monk	1	3/2	5	1	25	2	2	50	6	0	5
Samurai	2	0	6	2	32	3	1	75	17	200	5
Thief	0	1	5	1	7	2	2	75	5	0	5
Tunneller	1/2	1/2	5	1/2	10	2	2	25	2	0	5
Witch	3/2	1	5	3/2	20	2	2	50	8	0	5
Wizard	2	1/2	6	1	30	2	2	50	7	100	5
Avatar	2	2	50	5	60	12	60	100	55	225	5

Negative numbers indicates actions that please, rather than annoy.

* Vampire adds 1 point/second while in the Dungeon Keeper's hand.

** Horned Reaper adds 5 points/second while in the Dungeon Keeper's hand.



COMPARATIVE ANALYSIS

Things that Please It

	In temple (/sec.)	Sleeping (/sec.)	Dead enemy (/sec.)	Getting paid	Winning battle	Getting food
Beetle	25	1/2	3	17	8	25
Bile Demon	20	3	7	15	8	25
Dark Mistress	5	1/2	7	3	10	25
Demon Spawn	20	1/2	6	17	8	25
Dragon	12	5	7	25	12	25
Fly	12	1/4	0	6	1/4	12
Ghost	30	1/2	3	8	8	25
Hellhound	20	1	6	10	8	25
Horned Reaper	12	-1	25	2	7	-2
Orc	25	2	7	17	10	25
Skeleton	25	1/2	6	17	8	25
Spider	25	1/2	3	17	8	25
Tentacle	25	1/2	6	17	8	25
Troll	25	1	6	17	8	25
Vampire	-10	3	12	6	12	25
Warlock	35	2	6	17	11	25
Archer	25	1/2	6	17	8	25
Barbarian	25	1	7	17	10	25
Dwarf	25	1	3	20	8	25
Fairy	30	1/2	3	20	2	25
Giant	25	3	6	17	10	25
Knight	37	1/2	8	25	12	25
Monk	50	2	0	17	8	25
Samurai	25	1/2	7	17	12	25
Thief	25	1/2	6	25	8	25
Tunneller	25	1	3	17	8	25
Witch	25	1/2	6	17	8	25
Wizard	25	1/2	6	17	8	25
Avatar	37	1/2	25	17	25	25

Negative numbers indicates actions that annoy, rather than please.



COMPARATIVE ANALYSIS

Summary of Unique Creature Features

<i>Bile Demon</i>	Requires 2 Lair tiles per Demon. Not affected by the force of any wind.																					
<i>Dark Mistress</i>	Prefers practice on live targets (but doesn't hurt them ...).																					
<i>Demon Spawn</i>	A 10th-level Demon Spawn that acquires another 20K EPs becomes a 4th-level Dragon.																					
<i>Dragon</i>	Requires 4 Lair tiles per Dragon. Gains 60 EPs per second that it's asleep if its Lair is adjacent to a lava tile.																					
<i>Ghost</i>	Doesn't eat.																					
<i>Hellhound</i>	Has acute hearing. Urine accelerates creation of Vampires from dead enemies. Might loyally follow a creature with much more experience than it has.																					
<i>Horned Reaper</i>	Has eyes in the back of its head (360° field of vision).																					
<i>Imp</i>	It takes 2500 EPs (not 1000) for an Imp to reach the second level. Doesn't eat or sleep. Has poor hearing and poor vision (less than a third the range of other creatures).																					
<i>Tentacle</i>	Gains 40 EPs per second that it's asleep if its Lair is adjacent to a water tile.																					
<i>Vampire</i>	Has force of will. If there are no enemy Vampires opposing it, a Vampire in a Scavenger Room improves the drawing power of the room for all creatures. Has magnified requirements to reach higher levels: <table><tr><td>To 4th level</td><td>6.5K EPs</td><td>(rather than 5K)</td></tr><tr><td>To 5th level</td><td>12K EPs</td><td>(rather than 6.5K)</td></tr><tr><td>To 6th level</td><td>17K EPs</td><td>(rather than 8.5K)</td></tr><tr><td>To 7th level</td><td>25K EPs</td><td>(rather than 10.5K)</td></tr><tr><td>To 8th level</td><td>40K EPs</td><td>(rather than 13K)</td></tr><tr><td>To 9th level</td><td>50K EPs</td><td>(rather than 16K)</td></tr><tr><td>To 10th level</td><td>60K EPs</td><td>(rather than 20K)</td></tr></table> A 4th-level (or better) Vampire that dies while it has a Lair reappears in that Lair, having lost one level of experience.	To 4th level	6.5K EPs	(rather than 5K)	To 5th level	12K EPs	(rather than 6.5K)	To 6th level	17K EPs	(rather than 8.5K)	To 7th level	25K EPs	(rather than 10.5K)	To 8th level	40K EPs	(rather than 13K)	To 9th level	50K EPs	(rather than 16K)	To 10th level	60K EPs	(rather than 20K)
To 4th level	6.5K EPs	(rather than 5K)																				
To 5th level	12K EPs	(rather than 6.5K)																				
To 6th level	17K EPs	(rather than 8.5K)																				
To 7th level	25K EPs	(rather than 10.5K)																				
To 8th level	40K EPs	(rather than 13K)																				
To 9th level	50K EPs	(rather than 16K)																				
To 10th level	60K EPs	(rather than 20K)																				
<i>Warlock</i>	Gains 20 EPs per second that it's asleep if its Lair is adjacent to a gold tile.																					
<i>Giant</i>	Requires 2 Lair tiles per Giant.																					
<i>Samurai</i>	Prefers practice on live targets (but doesn't hurt them ...).																					
<i>Thief</i>	A 10th-level Thief that acquires another 20K EPs becomes a 3rd-level Knight.																					



COMPARATIVE ANALYSIS

Unique Creature Features (Chart)

	Entry requirements	Lair enemy	Immune to lava	Immune to gas	Can fly	Doesn't eat	Can see invisible
<i>Beetle</i>	Lair	—					
<i>Bile Demon</i>	Hatchery (25+), Lair (25) or upon the appropriate sacrifice	Skeleton		Yes			
<i>Dark Mistress</i>	Torture Chamber (9+) or upon the appropriate sacrifice	Samurai					
<i>Demon Spawn</i>	Treasure Room, Training Room	Hellhound	Yes				
<i>Dragon</i>	Treasure Room (25+), Lair (15)	—	Yes				
<i>Fly</i>	—	Spider			Yes		(5th)
<i>Ghost</i>	Torture Chamber (1+) or upon death of tortured creature	—		Yes	Yes	Yes	Yes
<i>Hellhound</i>	Scavenger Room (9+)	Demon Spawn	Yes				
<i>Horned Reaper</i>	Temple (9)	—	Yes				
<i>Imp</i>	—	—				Yes	
<i>Orc</i>	Training Room (9+), Barracks	—					
<i>Skeleton</i>	Training Room (9), Prison or upon death of humanoid in prison	Bile Demon		Yes		Yes	Yes
<i>Spider</i>	Hatchery (9), Lair (9)	Fly					
<i>Tentacle</i>	Temple (9), Lair (9)	—					
<i>Troll</i>	Workshop (1+)	—					
<i>Vampire</i>	Graveyard (30+), Lair (9) or after 10 corpses have decomposed	Warlock		Yes	(2nd)		Yes
<i>Warlock</i>	Library (9+) or upon the appropriate sacrifice	Vampire					(7th)
<i>Fairy</i>	—	—		Yes	Yes		
<i>Samurai</i>	—	Dark Mistress					Yes
<i>Witch</i>	—	—			(2nd)		
<i>Wizard</i>	—	—		Yes			

Parentetical numbers in two of the columns — **Can fly** and **Can see invisible** — indicate when the designated creature acquires the ability as a power.

BEETLE

EMPLOYMENT OBJECTIVE

To find an damp and dark environment where I can choose my own hours and be my own boss.

EDUCATION

Scuttling and Assault

I actually hold a double-degree. Scuttling is my primary academic focus, but I quickly realized that in today's competitive workplace it wouldn't be enough. I therefore invested the extra time and upgraded my minor, Assault, to a full degree in its own right.

WORK HISTORY (Currently Self-Employed.)

Hangman's Inn

In the last year and a half I've done a little of everything. I started in an entry level "Unidentifiable Noise" and quickly worked my way through "Skitter under the floorboard" and "Bump in the Middle of the Night" to their top-ranking position of "Unexpected Nip in a Dark Corridor." During the last five months I held a supervisory position over the W.C. Wasps.

Reason for Leaving: Looking for more actual blood in the workplace

Galapagos Tortoise

part time work for Cut Rate Carnival Rides. It may seem at first that masquerading as a tortoise was frivolous, but it gave me a firsthand knowledge of how humans think, as well as developing phenomenal upper leg strength and a double-hard chitinous carapace.

Reason for Leaving: Season closed

Barney's Burned Burgers

The thing I learned most from this job was to work hard enough to escape the food industry. The benefits were nice (all the meat, milk and soggy fries I could eat), but constantly checking that the rat hairs in the fried pies and roach droppings in the ketchup were up to specified quantities became tedious in the extreme.

Reason for Leaving: promotion would lead to dealing with the public

SPECIAL SKILLS AND ACTIVITIES

I have two years of training in the martial art known as Empty Pincers of Pain.

I won a tournament in Assault, when my class took on an adventuring team and I stalked and killed two dwarves armed with battle axes.

Most humans are repulsed by insects. This generally causes them to lose any advantage of surprise they might have.

REFERENCES

Joe Direguy @ Hangman's Inn, Lem Twizzle, Foreman @ Cut Rate Carnival Rides,
Lucky Lucrotia @ Barney's Burned Burgers



INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer



BEETLE

PROFESSIONAL APTITUDES

None

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	25	60	104
Chance of melee hit	22%	53%	91%
Chance of dodging blow or trap	16%	38%	65%
Experience points (EPs) for hitting it	2	3	4
Chance of doubled attack or defense	1%		
Damage (health points) absorbed by armor	10%		
Attack preference	Melee		
Special powers (level acquired)	Freeze (7)		

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	250	600	1038
Health recovered per sec. of sleep in Lair	10	24	42
Flees to Lair when Health below	60%		
Leaves Lair when healed this much	80%		
Slaps it takes to kill it	22		
Base speed (tiles per second)	1		
Gold-carrying capacity	300		
How often it gets hungry (minutes)	4		
Chickens it takes to fill it	1		
Turn rate	Medium		
Humonoid?	No		

Notes:

- Dungeon Keeper must have a Lair in order to recruit Beetles.
- Beetles have been known to operate under the aliases of Bug and Cockroach.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit 1st-level Beetle (min.)	18	7.5	4.5
Research points per second	20	48	83
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	18	43	75
Cost to attempt to recruit one (gold)	2750		
Training time (seconds per 1000 EPs)	56		
Training cost (gold per 1000 EPs)	125		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205
What it does when it snaps	Leave dungeon		

Annoyance at

Having no Lair (per second)	1/2
Having no Hatchery (per second)	1/2
Being woken up	1
Sulking in Lair (per second)	1
Standing on dead ally (per second)	12
Pay line not moving (per second)	2
Being tortured (per second)	1
Missing a payday	37
Being slapped	2
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	1/2
Standing on dead enemy (per second)	3
Getting paid	17
Winning battle	8
Getting enough food	25

BILE DEMON

EMPLOYMENT OBJECTIVE

LOTS OF FOOD; CHANCE TO WORK WITH HANDS; OPPORTUNITIES FOR ADVANCEMENT AND CARNAGE.

EDUCATION

NO SCHOOLING ... ALL NATURAL TALENT.

I WAS BORN KNOWING HOW TO: EAT, KILL, MAKE AND BREAK THINGS.

WORK HISTORY

1. WORKSHOP MAINTENANCE SERVICES

I TROUBLESHOT DUNGEON WORKSHOPS. I FOUND WORKERS THAT MADE PROBLEMS AND BAD ITEMS, AND CRUSHED THEM INTO LITTLE PIECES; THEN I MADE WORKSHOP WORK.

REASON FOR LEAVING:

NOT ENOUGH FOOD.

2. SECURITY, DUNGEON OF AZATHOTH

I WAITED. WHEN ADVENTURERS INTERLOPED, I SMUSH THEM WITH MY HORN ORNAMENT OF SMASHING (PATENT PENDING). DURING THE HEIGHT OF BREAK-IN SEASON, I HANDLED AS MANY AS 5 WARRIORS, UP TO FOUR TIMES A DAY. I PROFICIENTED AT MOB FIGHTING.

REASON FOR LEAVING:

NOT ENOUGH FOOD.

3. INVENTOR

I HOBBIED AS PROFESSIONAL TINKERIST. I CREATED LIBRARY SHELVES, INTERLOCKING WORKSHOP PAVINGS, AND TRAINING MACES. THESE THINGS STILL USED IN MOST EVERY DUNGEON.

REASON FOR LEAVING:

I AM HARD AT TASKMASTERING. TOO MUCH WORK; NOT ENOUGH NAPS.

SPECIAL SKILLS & ACTIVITIES

1. VERY TOUGH. DIFFICULT TO PIERCE WITH SWORD OR ARROW.
2. MAYBE I WON'T LEAVE IF NOT ENOUGH FOOD. BAD FOR REPUTATIONING. INSTEAD I WILL SLEEP UNTIL ENOUGH FOOD COMES.
3. VERY ACIDIC ENTRAILS. IF SOMEONE CUTS ME OPEN, MAYBE I CAN GUSH OUT A BIG MESS AND CAUSE BURNS AND SUNDRY DAMAGE.
4. AM RED, AND RED IS VERY SCARY COLOR.



INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

BILE DEMON



PROFESSIONAL APTITUDES

Primary Manufacturing

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	80	192	332
Chance of melee hit	16%	38%	66%
Chance of dodging blow or trip	12%	28%	49%
Experience points (EPs) for hitting it	9	13	18

Chance of doubled attack or defense 2%

Damage (health points) absorbed by armor 24%

Attack preference Melee

Special powers (level acquired)

Poison Cloud (2) Fart (4)

Grenade (7)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	1200	2880	4980
Health recovered per sec. of sleep in Lair	8	19	33

Flees to Lair when Health below 60%

Leaves Lair when healed this much 80%

Slaps it takes to kill it -

Base speed (tiles per second) 1

Gold-carrying capacity 3000

How often it gets hungry (minutes) 4

Chickens it takes to fill it 6

Turn rate Slow

Humanoid? No

Notes:

- Bile Demons are immune to gas and are not affected by the force of any wind.
- They require a double-sized Lair (two tiles per creature).
- Bile Demons and Skeletons hate each other and will attack each other if they share a Lair.
- Dungeon Keeper must have a Hatchery (of at least 25 tiles, the larger the better) and a Lair (of at least 25 tiles) to recruit any Bile Demons.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit 1st-level Bile Demon (min.)	18	7.5	4.5
Research points per second	20	48	83
Manufacturing points per second	60	144	249
Pay (gold pieces, every 8 minutes)	98	235	407
Cost to attempt to recruit one (gold)	10,300		
Training time (seconds per 1000 EPs)	28		
Training cost (gold per 1000 EPs)	297		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205
What it does when it snaps	Leave dungeon		

Annoyance at

Having no Lair (per second)	3/2
Having no Hatchery (per second)	3
Being woken up	7
Sulking in Lair (per second)	1
Standing on dead ally (per second)	10
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	25
Being slapped	10
Ally leaving	5

Pleasure at

Being in Temple (per second)	20
Sleeping (per second)	3
Standing on dead enemy (per second)	7
Getting paid	15
Winning battle	8
Getting enough food	25

Dark Mistress xoxo

Employment Objective

I want to drown in pain. I need to feel the delight of agony washing across my body, along my thighs, around my loins, across my breasts, until it suffuses my entire being with its pulsing power. I desire to inflict the vibrant ecstasy of torture upon the quivering bodies of others.



Education

Lady Dair's Daughters of Darkness School. Everything I ever needed to know, I learned at Lady Dair's: evoking screams from the doomed, sliding the point of my implements into the flesh of my victims, chilling laughter and its uses, fighting in skin-tight armor and high heels. Lady Dair's training is the best in the field.

Work History

Own Sweet Time Torture Chambers. I was quickly promoted from table-washer to the more active role of torturer due to my natural ability to protract the final agonies of the victim. By the end of my first year, I was assigned to the "Hard Case" division; by the end of my third year, I was in charge of said division. I devised several techniques that raised our efficiency by 30%. One of these techniques, the Peel and Eat, became the signature method of the OST Torture Chambers.

Reason for Leaving: I no longer wanted to be in management. I enjoy production work much more.

Selene's Scream Salon. I was one of the founding members of SSS. We were dedicated to the ideal that Pain Should Be Perfect™. It was our goal that no one who reveled in the dark delights should be forced to work in substandard conditions such as attics, woodsheds or abandoned forest hovels.

Reason for Leaving: Personality conflicts between two of the vice-presidents made it feasible to disband.

Ogden's Animal Experimentation and Opera Recording Studio (Part Time). I fondly remember my earliest days cutting the eyelids off rabbits in order to drip acids and alkalines onto the naked eyeballs, and sundry other such delightful tasks. However, I cannot claim that it was more than an appetizer for the cornucopia of torment.

Reason for Leaving: I knew there were better opportunities out there.



Special Skills & Activities

- ♥ If there's a battle, I'll join it. I'm an excellent fighter.
- ♥ If there's torture, I'll revel in it.
- ♥ I don't specialize. I'm not afraid of doing anything ... and I mean **anything**.
- ♥ Slap me. Beat me. It makes me happy in my sick, twisted heart.



INVESTIGATIVE REPORT



Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

DARK MISTRESS

PROFESSIONAL APTITUDES

Primary	Fighting
Secondary	Training, Kinky Torture

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	60	144	249
Chance of melee hit	28%	67%	116%
Chance of dodging blow or trap	27%	66%	114%
Experience points (EPs) for hitting it	15	22	30

Chance of doubled attack or defense	8%
Damage (health points) absorbed by armor	20%
Attack preference	Ranged
Special powers (level acquired)	
Lightning (6)	Drain (9)
Speed (7)	Teleport (10)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	700	1680	2905
Health recovered per sec. of sleep in Lair	180	432	747
Flees to Lair when Health below	40%		
Leaves Lair when healed this much	40%		
Steps it takes to kill it	50		
Base speed (tiles per second)	4/3		
Gold-carrying capacity	750		
How often it gets hungry (minutes)	7		
Chickens it takes to fill it	3		
Turn rate	Fast		

Notes:

- Dark Mistresses and Samurai hate eat other and will attack each other if they share a Lair.
- Dungeon Keeper must have a Torture Chamber (of at least 9 tiles, but the larger the better) in order to recruit Dark Mistresses.
- A Dark Mistress prefers to practice on live targets (but doesn't hurt them ...).
- Dark Mistresses are known to operate under several aliases — Mistress, Evil Mistress, Kinky Mistress ... you get the idea.

INVESTMENT POTENTIAL

	1st	5th	10th
Time it takes to recruit a 1st-level Mistress	6	2.5	1.5
Research points per second	40	96	166
Manufacturing points per second	40	96	166
Pay (gold pieces, every 8 minutes)	175	420	726

Cost to attempt to recruit one (gold)	2850
Training time (seconds per 1000 EPs)	28
Training cost (gold per 1000 EPs)	188

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	150	360	615

What it does when it snaps	Leave dungeon or kill creatures
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Annoyance at

Having no Lair (per second)	3/2
Having no Hatchery (per second)	1/2
Sulking in Lair (per second)	1
Standing on dead ally (per second)	20
Pay line not moving (per second)	2
Missing a payday	50
Ally leaving	5

Pleasure at

Being woken up	5
Being tortured (per second)	3
Being slept	10
Being in Temple (per second)	5
Sleeping (per second)	1/2
Standing on dead enemy (per second)	7
Getting paid	3
Winning battle	10
Getting enough food	25



DEMON SPAWN

Employment Objective

A workplace where violence and psychotic destruction are judged on their own merits. Work best in environments where ground-based enemies common.

Education

*DarkTalon Academy
of Carnage*

I graduated in the top 10th percentile of my class, specializing in Insane Fury with a minor in Grim Determination.

Work History

Private Tutor

I am currently working as a private tutor in Fury, Determination, Senseless Cruelty I & II, and Maiming. Although I could use the family hoard to fund another few years of study, I feel it is better to get out into the real world and use what I have learned.

*Teaching Assistant,
DarkTalon Academy*

For the past three years I have been a faculty assistant, a job which has taught me a wide variety of skills. In order to grade students, I had to become thoroughly versed in both the theories and practices of the eight schools of carnage. I led field trips, conducted tours and oversaw more than 35 torture-dissections.

Reason for Leaving: Received degree.

*Kneecapper,
Odious Bog Temp Service*

Although I might have taken advantage of my family name, I decided that it would make me a more valuable worker if I had a broad understanding of the carnage industry. To that end I spent a summer as a combat kneecapper, which gave me invaluable melee experience in a wide variety of terrain. I received a citation for my practice of twisting the displaced kneecaps ninety degrees after all my targets were crippled.

Reason for Leaving: Enrolled in DarkTalon Academy of Carnage.

Special Skills & Activities

- I will eventually mature into a Dragon. That's not a brag, it's genetics. I wouldn't even mention it if it weren't inevitable.
- I volunteer twice a week at the DarkTalon torture chambers, offering advice to those less skilled than I.
- I am developing a martial technique for short creatures. I feel that even after I have transmuted into a Major Force of Evil, it is important to be thinking of those who are left behind.

Reference

Dad (Demon Dragon) @ Copper Lava Caverns, Blasted Mountain (no morning calls, please)



INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

DEMON SPAWN



DEMON SPAWN

PROFESSIONAL APTITUDES

Primary	Training
Secondary	Barracks Duty

COMBAT PROGNOSIS

	1st	5th	10th
Demega (health points) per melee hit	50	120	208
Chance of melee hit	28%	67%	116%
Chance of dodging blow or trap	20%	47%	81%
Experience points (EPs) for hitting it	6	9	12

Chance of doubled attack or defense	3%
Damage (health points) absorbed by armor	16%
Attack preference	Melee
Special powers (level acquired)	
Missile (4)	Heal (7)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	325	780	1349
Health recovered per sec. of sleep in Lair	10	24	42

Flees to Lair when Health below	60%
Leaves Lair when healed this much	80%
Steps it takes to kill it	30
Bese speed (tilas per second)	1
Gold-carrying capacity	250
How often it gets hungry (minutas)	5
Chickens it takes to fill it	2
Turn rate	Medium
Humanoid?	No

Notes:

- Demon Spawn and Hellhounds hate each other and will attack each other if they share the same Lair.
- Demon Spawn aren't hurt by lava.
- Dungeon Keeper must have a Treasure Room and a Training Room to recruit Demon Spawn.
- A 10th-level Demon Spawn that acquires another 20K EPs becomes a 4th-level Dragon.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit 1st-level Demon Spawn	9	4	2.5
Research points per second	40	96	166
Manufacturing points per second	40	96	166
Pay (gold pieces, every 8 minutes)	70	168	291
Cost to attempt to recruit one (gold)	2750		
Training time (seconds per 1000 EPs)	28		
Training cost (gold per 1000 EPs)	117		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205
What it does when it snaps	Damage walls		

Annoyance at

Having no Lair (per second)	2
Having no Hatchery (per second)	3/2
Being woken up	10
Sulking in Lair (per second)	2
Standing on dead ally (per second)	5
Pay line not moving (per second)	5
Being tortured (per second)	5
Missing a payday	75
Being slept	15
Being asked to do repulsive job	50
Ally leaving	5

Pleasure at

Baig in Temple (per second)	12
Sleeping (per second)	5
Standing on dead enemy (per second)	7
Getting paid	25
Winning battle	12
Getting enough food	25

DRAGON

Employment Objective

I wish to work in an environment where evil is researched and nurtured. I would prefer a place with access to lava.

Education

Arcana University. I studied for three years at university for the sole purpose of becoming thoroughly grounded in the martial arts. To my surprise I discovered that although I excelled in destruction (almost a given considering my fire breathing ability), what I truly enjoyed was research.

SEE ALSO ATTACHED DEMON SPAWN RESUME FOR PRIOR INCARNATION EXPERIENCE.

Work History

Arcana University. I was a research assistant/bodyguard for the head research mage of Arcana University. For the first year I did only basic fact checking, but soon advanced to primary research for matters both practical and occult. Two of my projects received ongoing funding, and one — *Ipsoramic Territorial Color-Coding* — is now taught as an advanced course in dungeon managing.

Reason for Leaving: Wanted more gold.

Lay 'Em and Leave 'Em Lava Egg Beds. I spent two years as the security department for the flagship public incubation system for the Dragon community. As every nearby city sent either armies or heroes to "cleanse" the egg beds, I had an invaluable opportunity to practice the basics of both mob and one-on-one defense and offense techniques. LE&LE lost no eggs while I was employed there.

Reason for Leaving: Enrolled at Arcana University.

Pflatonian Pflamethrowers. My first job after my epiphany was to join a small mercenary team that laid siege to shining castles that housed valiant knights or noble heroes. Using a variety of techniques, we breached the walls, toasted the inhabitants and took all the shiny stuff.

Reason for Leaving: Rampaging was fun, but I needed further challenge.

SEE ALSO ATTACHED DEMON SPAWN RESUME FOR PRIOR INCARNATION EXPERIENCE.

Special Skills & Activities

- I am perhaps the best all-around creature for the discerning dungeon.
- I am a superb researcher and an excellent fighter.
- I am impervious to lava. In fact, if my Lair is next to lava, I gain experience.
- I can either enter your dungeon full grown, or be "hatched" from a Demon Spawn who reaches the 10th level.



INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer



DRAGON

PROFESSIONAL APTITUDES

Primary	Research
Secondary	Training

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	90	216	374
Chance of melee hit	24%	58%	100%
Chance of dodging blow or trip	20%	47%	81%
Experience points (EPs) for hitting it	17	25	34

Chance of doubled attack or defense	7%
Damage (health points) absorbed by armor	35%
Attack preference	Melee
Special powers (level acquired)	
Flame Breath (born with this)	
Heal (2)	Fire Bomb (7)
Grenade (3)	Word of Power (10)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	900	2160	3735
Health recovered per sec. of sleep in Lair	6	14	25
Flees to Lair when Health below	60%		
Leaves Lair when healed this much	80%		
Slaps it takes to kill it	40		
Base speed (tiles per second)	2/3		
Gold-carrying capacity	5000		
How often it gets hungry (minutes)	7		
Chickens it takes to fill it	4		
Turn rate	Slow		
Humanoid?	No		

Notes:

- Dragons require extra-large Lairs (four tiles per creature).
- They aren't hurt by lava.
- Dungeon Keeper must have a Treasure Room (of at least 25 tiles, but the larger the better) and a Lair (of at least 15 tiles) to recruit Dragons.
- Dragons gain 60 EPs per second that they are asleep if their Lair is adjacent to a lava tile.

INVESTMENT POTENTIAL

	1st	5th	10th
Time it takes to recruit 1st-level Dragon	3.5	1.5	1
Research points per second	80	192	332
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	350	840	1453
Cost to attempt to recruit one (gold)	2400		
Training time (seconds per 1000 EPs)	19		
Training cost (gold per 1000 EPs)	208		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205
What it does when it snaps	Leave dungeon or steal gold		

Annoyance at

Having no Lair (per second)	2
Having no Hatchery (per second)	3/2
Being woken up	10
Sulking in Lair (per second)	2
Standing on dead ally (per second)	5
Pay line not moving (per second)	5
Being tortured (per second)	5
Missing a payday	75
Being slapped	15
Being asked to do repulsive job	50
Ally leaving	5

Pleasure at

Being in Temple (per second)	12
Sleeping (per second)	5
Standing on dead enemy (per second)	7
Getting paid	25
Winning battle	12
Getting enough food	25

FLY

EMPLOYMENT OBJECTIVE

I AM WANTING TO WORK SOMEWHERE WITH LOTS OF DED THINGS.
BEST IF SKWISHY DED THINGS. PUFY, SKWISHY DED THING A PLUS.

EDUCATION

I WAS HACHED FROM THE NEK OF AN 11TH LEVEL MAGE. THATS WHY IM SO BIG.
I ATE 2 MAGIK SPEL BOOKS LAST MUNTH.

WORK HISTORY

I HAV WORKED IN BLAK FOREST FOR 3 MUNTHS. I ATAK MANY ADVENTURER PEPE.
I HAV KILLED 3 DOGS, 2 HUMINS (SMAL), AND 11 ~~SKWIRL~~ ~~SKWEREL~~
~~SKWERREL~~ TREE RATS.
I HAV NEVER WORKED IN A DUNGEON BEFOR.

SPECIAL SKILLS AND ACTIVITIES

I AM A MUTANT. I AM BIGGER THAN MOST FLYS.

I KAN FLY HI. I AM FAST.

I KAN STIK MY ~~PROBISK~~ NOZE INTO ADVENTURER. I KAN THROW MY
STOMAK JUIS THRU MY NOZE INTO THE ADVENTURER. IT MAKES HIM
SKWISHY AND EEZIER TO KILL.

I DONT EAT MUCH. I DONT NEED MUCH MONY.

I DONT LIKE MUTANT SPIDERS.

I KAN FLY OVER LAVA AND STUF AND SEE WHATS THER.





INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

FLY



PROFESSIONAL APTITUDES

Primary Exploring

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	10	24	42
Chance of melee hit	20%	48%	83%
Chance of dodging blow or trap	12%	28%	49%
Experience points (EPs) for hitting it	3	4	6

Chance of doubled attack or defense 6%

Damage (health points) absorbed by armor 4%

Attack preference Melee

Special powers (level acquired)

Sight (5)

Speed (8)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	150	360	623
Health recovered per sec. of sleep in Lair	10	24	42

Flees to Lair when Health below 60%

Leaves Lair when healed this much 100%

Slaps it takes to kill it 8

Base speed (tiles per second) 3

Gold-carrying capacity 50

How often it gets hungry (minutes) 8

Chickens it takes to fill it 1

Turn rate Fast

Humanoid? No

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit 1st-level Fly	18	7.5	4.5
Research points per second	20	48	83
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	5	12	21
Cost to attempt to recruit one (gold)	1375		
Training time (seconds per 1000 EPs)	56		
Training cost (gold per 1000 EPs)	78		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	35	85	145
What it does when it snaps	Leave	Dungeon	

Annoyance at

Being woken up	1/2
Sulking in Lair (per second)	1/4
Ally leaving	2

Pleasure at

Being in Temple (per second)	12
Sleeping (per second)	1/4
Getting paid	6
Winning battle	1/4
Getting enough food	12

Notes::

- Flies and Spiders hate each other and will attack each other if they share a Lair.
- Flies can fly (surprise!).

GHOST

EMPLOYMENT OBJECTIVE

I'd like to be hired by someone who can see both me and my potential, and treat me just like any other evil creature of darkness.

EDUCATION

Research and Destruction for the Corporeally Challenged (Post-Mortem degree)

I was delighted to discover that there are institutes of higher learning dedicated to the Twin Arts. Since I have a newly acquired natural affinity for books, I decided to plan my career around libraries. I finished the four year course in just three and a half years, while holding down a part time job as a mausoleum poltergeist.

Destruction and Mayhem (Pre-Mortem degree)

Prior to my unfortunate accident, I was a fighter of no mean accomplishment. I completed the D&M series of classes, specializing in Dismemberment with an Axe. I find that I remember the technique, but have discovered that with my newfound supernatural power I can cut to the chase and just rip their arms off.

WORK HISTORY

Wailer, Dark Water Chapel, Graveyard Shift

My official purpose was to make "eerie" noises in the night. In my spare time I enhanced the atmosphere by making "ominous" noises, and eventually just started grabbing the last guy in adventuring parties and stuffing him in the ground until only his grasping hands remained visible.

Reason for Leaving: It became clear that hard work and creativity were not going to be rewarded with advancement.

Poltergeist, Rising Damp Mausoleum (Part Time)

I spent three hours every evening shifting bodies and coffins around. When work was slow, I would go to the ossuary and form occult patterns with the bones.

SPECIAL SKILLS & ACTIVITIES

- I am an expert researcher.
- I can fight, when necessary, with the skill of a warrior and the strength of the undead.
- I don't eat anything.
- I can see creatures that are magically invisible.
- I will provide expert wails and eerie noises for your temple, should you have one.



INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

GHOST



PROFESSIONAL APTITUDES

Primery	Temple Duty
Secondary	Research

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	20	48	83
Chance of melee hit	36%	86%	149%
Chance of dodging blow or trap	24%	56%	98%
Experience points (EPs) for hitting it	14	21	28

Chance of doubled attack or defense	4%
Damage (health points) absorbed by armor	8%
Attack preference	Melee
Special powers (level acquired)	

Rebound (born with it)	Wind (6)
Invisibility (3)	Drain (8)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	200	480	830
Health recovered per sec. of sleep in Leir	8	19	33

Flees to Lair when Health below	60%
Leaves Lair when healed this much	80%
Slaps it takes to kill it	0
Base speed (tiles per second)	4/3
Gold-carrying capacity	1000
How often it gets hungry (minutes)	0
Chickens it takes to fill it	0
Turn rete	Fast
Humanoid?	No

Notes:

- Ghost can fly, is immune to gas, can see invisible creatures, doesn't bleed and doesn't eat.
- Dungeon Keeper must have a Torture Chamber (the larger the better) to recruit Ghosts.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit 1st-level Ghost	6	2.5	1.5
Research points per second	40	96	166
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	20	48	83

Cost to attempt to recruit one (gold)	1150
Training time (seconds per 1000 EPs)	56
Training cost (gold per 1000 EPs)	313

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205
What it does when it snaps	Leave dungeon		

Annoyance at

Standing on deed elly (per second)	20
Pay line not moving (per second)	2
Being tortured (per second)	4
Missing a payday	50
Being slapped	12
Ally leaving	5

Pleasure at

Being in Temple (per second)	30
Sleeping (per second)	1/2
Standing on dead enemy (per second)	3
Getting paid	8
Winning battle	8
Getting enough food	25



HELLHOUND



Employment Objective

Looking for an environment that encompasses all or most of my areas of interest: chasing, sniffing and eating copious amounts of raw, fresh meat.

Education

TRACKING I, II & III (CORRESPONDENCE COURSE)

I finished Killer Kanine Korrespondence's tracking series. Now I can sniff a scent through solid rock.

THE ART OF HUMILIATION

I have a green belt in Humiliation. To those not familiar with the discipline, that essentially means that not only am I expert at cocking my leg on a defeated enemy, but the body decomposes more quickly thereafter.

Work History

FARRADAY'S FOUNDLING FINDERS

I worked for three years finding lost children. By the end of the first six months, I had been promoted from Toddler Hamstringer to Pre-Teen Throat-Ripper. I also headed the Baleful Glare Committee, dedicated to maintaining a high professional standard.

Reason for Leaving My physician has advised against an all-virgin diet: it's too rich and soft for a pure-bred hellhound's digestive tract.

PRISON CONTROL, RECOVERY DIVISION

My main jobs were tracking, pointing and guarding. I was there two years, and maintained a perfect PAER (Post Apprehension Escape Record).

Reason for Leaving I was looking for a job with more immediate gratification.

Special Skills & Activities

- I can point out heroes or enemy creatures.
- I am quick, and not easy to kill.
- When it comes to tracking and pointing, I am without peer.
- I conceived, organized and headed the Farraday's Semi-Annual Dead Baby Joke-Off. The resulting high morale raised productivity 17.3 percent. (My joke — What goes red, white, red, white, red, white, pink, pink? — won third place.)

References

Taur, HR Manager @ FFF

"Sweetie" Rignar, foreman @ Giproot Gaol



INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

Extra expenses incurred: 4000 gold for the replacement of designer wingtips

HELLHOUND

HELLHOUND

PROFESSIONAL APTITUDES

Primary Seeking the Enemy

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	55	132	228
Chance of melee hit	28%	67%	116%
Chance of dodging blow or trap	20%	47%	81%
Experience points (EPs) for hitting it	13	19	26

Chance of doubled attack or defense	3%
Damage (health points) absorbed by armor	14%
Attack preference	Melee
Special powers (level acquired)	
Speed (3)	Flame Breath (5)

PHYSICAL EVALUATION

PHYSICAL EVALUATION	1st	5th	10th
Health (health points)	600	1440	2490
Health recovered per sec. of sleep in Lair	16	38	66
Flees to Lair when Health below	60%		
Leaves Lair when healed this much	80%		
Slaps it takes to kill it	40		
Base speed (tiles per second)	2		
Gold-carrying capacity	500		
How often it gets hungry (minutes)	5		
Chickens it takes to fill it	3		
Turn rate	Slow		
Humanoid?	No		

Notes:

- Hellhounds and Demon Spawn hate each other and will attack each other if they share a Lair.
- It may loyally follow a creature that has much more experience than it.
- A Hellhound has acute hearing and isn't hurt by lava.
- Dungeon Keeper must have a Scavenger Room (of at least 9 tiles, but the larger the better) to recruit Hellhounds.
- A Hellhound's urine accelerates creation of Vampires from dead enemies.
- Hellhounds often use aliases: Hound, Bad Dog, etc.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit 1st-level Hellhound	6	2.5	1.5
Research points per second	20	48	83
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	67	161	278
Cost to attempt to recruit one (gold)	1825		
Training time (seconds per 1000 EPs)	28		
Training cost (gold per 1000 EPs)	109		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205
What it does when it snaps	Leave dungeon		

Annoyance at

Having no Lair (per second)	1
Having no Hatchery (per second)	3/2
Being woken up	6
Sulking in Lair (per second)	1
Standing on dead ally (per second)	50
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	50
Being slept	6
Ally leaving	5

Pleasure at

Being in Temple (per second)	20
Sleeping (per second)	1
Standing on dead enemy (per second)	6
Getting paid	10
Winning battle	8
Getting enough food	25

HORNED REAPER

EMPLOYMENT OBJECTIVE

Kill.

EDUCATION

University of Depravity
and Malfeasance

I impaled the faculty on spikes, slowly drew out their entrails and stuffed them down the throats of the administrative staff. The students I hunted down, crushed and burned their extremities, then dragged them behind me that their screams could be my fanfare. Very good learning experience.

Reason for leaving:

No one left to kill. Razed school.

Dark Task Home
for Wayward Creatures

I learned the basics of evil and utter destruction.

Reason for Leaving:

Slaughtered everyone. Ate them. Burned school.

WORK HISTORY

Power of Darkness

Gold means nothing to me. None dare deny me what is rightfully mine. I crush those who oppose me.

SPECIAL SKILLS & ACTIVITIES

I will not group.

Skilled in sythework.

I cannot be attracted to a dungeon, but must be summoned especially.

REFERENCES

See attachments.

Rorschach Series 1:3



Dr. Doomswaddle: Could you look at this ink blot and tell me what you see, please?

Ms. Reaper: This? This is obvious. It is the mortal remains of a Bile Demon, after dropping from a height onto a hero. The line from the bottom is the blood trail of the hero, crawling forth in agony as his body is eaten by the demon's acid. This is a stupid question! ... I DO NOT LIKE STUPID QUESTIONS! ...

[Transcriptor's note: This interview was abruptly terminated due to internal hemorrhaging of Dr. Doomswaddle.]



INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

Extra expenses incurred: 12,000 gold due to the decapitation /ingestion of five investigators during the verification stage.



HORNED REAPER

PROFESSIONAL APTITUDES

Primary	Fighting
Refuses	Barracks Duty

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	150	360	623
Chance of melee hit	64%	154%	266%
Chance of dodging blow or trap	27%	66%	114%
Experience points (EPs) for hitting it	35	52	70
Chance of doubled attack or defense	12%		
Damage (health points) absorbed by armor	27%		
Attack preference	Melee		
Special powers (level acquired)			
Speed (5)	Slow (10)		

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	2000	4800	8300
Health recovered per sec. of sleep in Lair	160	384	664
Flees to Lair when Health below	60%		
Leaves Lair when healed this much	60%		
Steps it takes to kill it	80		
Besa speed (tiles per second)	2		
Gold-carrying capacity	2500		
How often it gets hungry (minutes)	3		
Chickens it takes to fill it	4		
Turn rate	Fast		
Humanoid?	Yes		

Notes:

- Dungeon Keeper must have a Temple (of at least 9 tiles) to recruit Horned Reapers.
- Horned Reapers don't manufacture.
- They have eyes in the back of their heads (360° field of vision).
- They are immune to damage from lava.
- They have been known to use aliases — Reaper and Horny.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Reaper (min.)	4.5	2	1
Research points per second	20	48	83
Pay (gold pieces, every 8 minutes)	950	2280	3943

Cost to attempt to recruit one (gold)	2575
Training time (seconds per 1000 EPs)	56
Training cost (gold per 1000 EPs)	2344

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	150	360	615

What it does when it snaps Rampage

Annoyance at

Having no Lair (per second)	2
Having no Hatchery (per second)	2
Being woken up	75
Sulking in Lair (per second)	7
Pay line not moving (per second)	24
Being tortured (per second)	150
Being in Keeper's hand (per second)	5
Missing a payday	200
Being slept	95
Being asked to do repulsive job	1000
Ally leaving	5
Sleeping (per second)	1
Getting enough food	2

Pleasure at

Being in Temple (per second)	12
Standing on dead enemy (per second)	25
Standing on dead ally (per second)	12
Getting paid	2
Winning battle	7



IMP



EMPLOYMENT OBJECTIVE

An intern position building the best possible dungeon for an aggressively expanding Empire of Evil.

EDUCATION

Building and Maintenance

Specialties include Impenetrable Walls, Thematic Decorating, Smelting Ore into Coins.

WORK HISTORY

Happy Harry's
Quagmire Quarry

I excavated ground, discovered underground springs, and built bridges connecting claimed territory to new areas. Due to my own invention — the Two-Handed Reclamation Method — we have been able to double income with 1/3 fewer imps, thus increasing Happy Harry's income by a four-month margin.

Reason for Leaving: Current employ

Orrette's Ore Mine

I mined all accessible veins of gold, smelted them into gold ingots and molded them into coins — all while running at top speed from the gold vein to the Treasure Room. I kept all bags of gold neatly ordered for inventory purposes. I also kept a running tally of income vs. outgo.

Reason for Leaving: Ran out of gold

Dungeon of
Ipsquatatl the Insane

(Part time) Did basic maintenance: corridor excavation, Lair mucking, wall reinforcement, treasure inventory, etc. Notably, I single-handedly defended the Dungeon Heart until Beetle Reinforcements arrived ... thus saving the dungeon and making subsequent expansion possible.

Reason for Leaving: Ipsquatatl exhausted Mana supplies

SPECIAL SKILLS AND ACTIVITIES

- Don't need food or gold.
- Can be summoned with one easy spell.
- I can hammer a scone into a stone wall, wrap pitched cloth around a club, light and place torch into holder — in less than .7 seconds.





INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

IMP



IMP

PROFESSIONAL APTITUDES

Primary Digging

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	5	12	21
Chance of melee hit	24%	58%	100%
Chance of dodging blow or trap	2%	5%	8%
Experience points (EPs) for hitting it	1	1	2

Chance of doubled attack or defense 0%

Damage (health points) absorbed by armor 2%

Attack preference Melee

Special powers (level acquired)

Digging (1) Teleport (10)

Speed (3)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	75	180	311
Health recovered per sec. of sleep in Lair	0	0	0

Flees to Lair when Health below 0%

Leaves Lair when healed this much 0%

Slaps it takes to kill it 20

Base speed (tiles per second) 2

Gold-carrying capacity 500

How often it gets hungry (minutes) 0

Chickens it takes to fill it 0

Turn rete Fast

Humanoid? Yes

INVESTMENT POTENTIAL

Training time (seconds per 1000 EPs) 56

Training cost (gold per 1000 EPs) 156

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	2	5	8

Imp doesn't get annoyed.

Notes:

- Imp has poor hearing and poor vision (less than a third the range of other creatures).
- It doesn't eat and has no Lair.
- Imps can't be recruited.
- It takes 2500 EPs (not 1000) for an Imp to reach the second level.
- Imp doesn't recruit, research or manufacture.



ORC

EMPLOYMENT OBJECTIVE

I LIKE USING MY HANDS. I COULD WORK IN A WORKSHOP. I CAN FIGHT PRETTY GOOD, IF I HAVE SOMETHING HEAVY THAT I CAN THUMP PEOPLE WITH. I'D LIKE TO WORK FOR SOMEONE WITH A PLAN.

EDUCATION

I DON'T HAVE MUCH FORMAL LEARNING. MY FAMILY HAS BEEN SELF-EMPLOYED IN THE CONSTRUCTION AND PATROL BUSINESS FOR GENERATIONS, SO EVERY DAY OF MY LIFE I'VE BEEN INVOLVED IN DISCUSSIONS ABOUT BLUEPRINTS AND VANTAGE POINTS, RIVETS AND BLUDGEONING, HINGES AND HAUBERKS. WHAT I DON'T KNOW ABOUT STUFF LIKE THAT, NOBODY'S GOT TO KNOW.

WORK HISTORY

NIGHT PATROL DUTY, BILE RIVERS DELTA

I WORKED THE GRAVEYARD SHIFT. THERE WAS A LINE, AND I THUMPED ANYBODY WHO CAME OVER IT. SOMETIMES I THUMPED THEM WITH A STICK, AND SOMETIMES I JUST THUMPED THEM WITH MY HAND AND PUSHED THEM INTO THE RIVER. SOME OTHER GUYS, THEY WOULDN'T THUMP EVERYBODY, JUST THEM AS WEREN'T SUPPOSED TO CROSS THE LINES, BUT I FIGURED, IT'S MY JOB TO THUMP ANYBODY WHO CROSSES THE LINE, AND THAT'S WHAT I'M GOING TO DO.

REASON FOR LEAVING: THUMPED THE FOREMAN, WHO SHOULD HAVE KNOWN BETTER THAN TO CROSS THE LINE. IT WAS BAD MANAGEMENT, THAT'S WHAT I SAY.

PIT BOSS, SWINE KNUCKLE CASINO

I WALKED AROUND, AND MADE SURE THAT NOBODY CHEATED WITHOUT PAYING THE SURCHARGE. WHEN I FOUND SOMEBODY WHO WAS MAKING MONEY AND NOT GIVING US OUR PERCENTAGE, IT WAS MY JOB TO STRAP HIM TO THE ROULETTE WHEEL AND BREAK ALL HIS LIMBS.

REASON FOR LEAVING: PEOPLE HAVING FUN MAKES MY COLON SPASTIC.

SPECIAL SKILLS & ACTIVITIES

YOU SHOW ME PLANS FOR SOMETHING. I CAN MAKE IT.

I AM PRETTY GOOD AT USING SPARE TIME FOR THINKING UP SOLUTIONS. FOR INSTANCE, I CAN THINK UP WAYS TO MAKE A WOODEN DOOR IN A PLACE WHERE THERE ISN'T ANY WOOD.

YOU SHOW ME SOMEBODY WHO IS WHERE HE ISN'T SUPPOSED TO BE, I CAN MAKE HIM REGRET IT.

REFERENCES

YOU CAN TALK TO MACK AND MOE — THEY LIVE IN THE SAME LAIR AS ME.



INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

ORC



PROFESSIONAL APTITUDES

Primary	Training
Secondary	Guard

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	65	156	270
Chance of melee hit	24%	58%	100%
Chance of dodging blow or trap	25%	61%	106%
Experience points (EPs) for hitting it	15	22	30

Chance of doubled attack or defense	5%
Damage (health points) absorbed by armor	24%
Attack preference	Melee
Special powers (level acquired)	
Speed (5)	Grenade (9)
Armor (7)	

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	700	1680	2905
Health recovered per sec. of sleep in Lair	14	34	58
Flees to Lair when Health below	60%		
Leaves Lair when healed this much	80%		
Slaps it takes to kill it	40		
Base speed (tiles per second)	1		
Gold-carrying capacity	600		
How often it gets hungry (minutes)	6		
Chickens it takes to fill it	2		
Turn rate	Medium		
Humanoid?	Yes		

Notes:

- Dungeon Keeper must have a Training Room (of at least 9 tiles, but the larger the better) and a Barracks to recruit any Orcs.
- Orc doesn't research.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Orc	9	4	2.5
Manufacturing points per second	60	144	249
Pay (gold pieces, every 8 minutes)	95	228	394
Cost to attempt to recruit one (gold)	3450		
Training time (seconds per 1000 EPs)	28		
Training cost (gold per 1000 EPs)	117		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205
What it does when it snaps	Leave dungeon or destroy rooms		

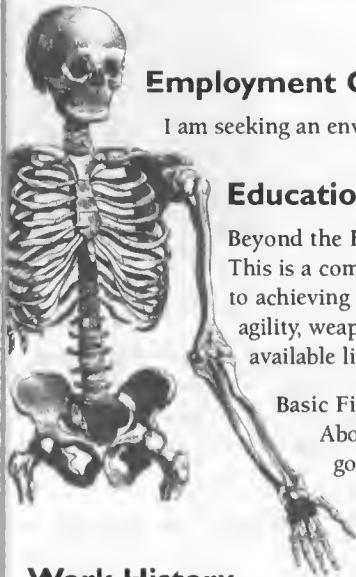
Annoyance at

Having no Lair (per second)	1
Having no Hatchery (per second)	1
Being woken up	3
Sulking in Lair (per second)	1
Standing on dead ally (per second)	10
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	50
Being slapped	5
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	2
Standing on dead enemy (per second)	7
Getting paid	17
Winning battle	10
Getting enough food	25

SKELETON



Employment Objective

I am seeking an environment that provides fighting opportunities on a regular basis.

Education

Beyond the Bare Bones Battlework (Post-Mortem)

This is a comprehensive, twelve-step program that teaches that death is just the first step to achieving greatness. I learned not only to overcome my failure complex, but speed, agility, weaponry and how to suck the life-forces out of both my enemies and any available livestock nearby.

Basic Fighting

About 600 years or so ago I was pretty good with a sword and buckler. Not good enough, of course, but I've learned quite a bit since those days.

Work History

Rattling Horde

You have no doubt heard of the infamous Rattling Horde, the dungeon protection service that specializes in stuffing countless skeletons in secret rooms and sarcophagi. In the 200 years I spent with them, I was entrusted with the most dangerous positions: barrel-scout and front-line warrior.

Reason for Leaving: The dungeons I was assigned to had anywhere from a 20-50 year wait for a hero. I needed something a bit more challenging.

Hollohorror Manor Sentry

I spent 125 years animating a "display" suit of armor in Hollohorror Manor. During that time I dispatched 37 heroes — increasing the castle's mortality rate by 27% — without receiving a single dent.

Reason for Leaving: I have Phantom Itch Syndrome, and it was exacerbated by the iron in the armor.

Legbone Reanimation Center (Volunteer)

I work with the newly animated, teaching them how to maintain a corporeal integrity without the benefit of sinew and tendons. I mention this job because I use martial arts training as a form of physical therapy, figuring that what the undead really need most is the chance to hit something.

Special Skills & Activities

- I am a relentless fighter.
- I feel quite comfortable in a dungeon.
- I will sometimes appear in a Prison Cell if a captive dies.

References

Clatterjaw, Head Physical Terrorist @ Legbone Reanimation Center





INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

SKELETON



PROFESSIONAL APTITUDES

Primary	Training
Secondary	Grouping

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	55	132	228
Chance of melee hit	28%	67%	116%
Chance of dodging blow or trap	20%	47%	81%
Experience points (EPs) for hitting it	10	15	20

Chance of doubled attack or defense	1%
Damage (health points) absorbed by armor	8%
Attack preference	Melee
Special powers (level acquired)	
Armour (5)	Lightning (10)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	500	1200	2075
Health recovered per sec. of sleep in Lair	10	24	42
Flees to Lair when Health below	60%		
Leaves Lair when healed this much	80%		
Slaps it takes to kill it	20		
Basa speed (tiles per second)	4/3		
Gold-carrying capacity	500		
How often it gets hungry (minutes)	0		
Chickens it takes to fill it	0		
Turn rate	Medium		
Humanoid?	Yes		

Note:

- Skeleton is immune to gas, doesn't bleed and doesn't eat.
- Skeletons and Bile Demons hate each other and will attack each other if they share a Lair.
- Dungeon Keeper must have a Training Room (of at least 9 tiles) and a Prison in order to recruit Skeletons.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Skeleton	18	7.5	4.5
Research points per second	20	48	83
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	70	168	291

Cost to attempt to recruit one (gold)	5150
Training time (seconds per 1000 EPs)	14
Training cost (gold per 1000 EPs)	78

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (saconds)	50	120	205

What it does when it snaps	Leave Dungeon
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Annoyance at

Being woken up	3
Sulking in Lair (per second)	1
Standing on dead ally (per second)	10
Pay line not moving (per second)	2
Being tortured (per second)	1
Missing a payday	25
Being slapped	2
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	1/2
Standing on dead enemy (per sacond)	6
Getting paid	17
Winning battle	8
Getting enough food	25

SPIDER

Employment Objective

A full-time occupation involving underground labyrinths, dark corners, and frequent challenges to my abilities. I am particularly interested in environments that provide gastric opportunities.

Education

Night Fright (correspondence course)

Included Lurking, Surprise and Lair Defense. I earned particularly high grades in Eight-Eyed Hypnotism, Stalking and Death by Poison.

Work History

Blackwatch's Haunted Chapel

My greatest strength was Lying in Wait until any wanderers made it past my position, then injecting them with poison so their last moments were filled with agonizing hallucinations. I received two separate commendations for evoking "Bloodchilling Screams" that could be heard in the neighboring graveyard.

Reason for Leaving: Current employ

Tanglewood Terror

I worked the production line for two years, wrapping small animals and hanging them from trees. After only six months I was promoted to "Twitcher": building cocoons that were loose enough to allow desperate struggles, but secure enough to prevent escape. I received an award for my "Drip-'n'-Twitch" design, where an acidic serum was injected to dissolve the clients' internal organs, which would then slowly drip from the cocoon during the final death throes.

Reason for Leaving: I felt I had advanced as far as I could in the cocooning industry.

Special Skills & Activities

- I can hear well, and will react to an invasion before it reaches your dungeon heart.
- I am poisonous. I am skilled at injecting poison directly into an enemy's vein — through chain mail if necessary.
- I enjoy the taste of adventurers. I enjoy chickens and flies almost as much.
- I play with helpless prisoners, practicing my freezing and wrapping techniques.

References

Bogroth, Twitch Tester @ Blackwatch Village

Douglas "Shrill" O'Grady, Village Banshee @ Tanglewood Forest





INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

SPIDER



PROFESSIONAL APTITUDES

Primary	Freezing Prisoners
Secondary	Training

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	40	96	166
Chance of melee hit	24%	58%	100%
Chance of dodging blow or trap	20%	47%	81%
Experience points (EPs) for hitting it	3	7	12

Chance of doubled attack or defense	1%
Damage (health points) absorbed by armor	12%
Attack preference	Melee
Special powers (level acquired)	
Slow (2)	Hailstorm (8)
Freeze (4)	

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	400	960	1660
Health recovered per sec. of sleep in Lair	40	96	166
Flees to Lair when Health below	60%		
Leaves Lair when healed this much	80%		
Slaps it takes to kill it	24		
Base speed (tiles per second)	1		
Gold-carrying capacity	250		
How often it gets hungry (minutes)	6		
Chickens it takes to fill it	2		
Turn rate	Medium		
Humanoid?	No		

Notes:

- Spiders love to eat Flies and Flies hate Spiders. They will attack each other if they have to share a Lair.
- Dungeon Keeper must have a Hatchery and a Lair (of at least 9 tiles each) in order to recruit Spiders.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Spider	9	4	2.5
Research points per second	20	48	83
Manufacturing points per second	40	96	166
Pay (gold pieces, every 8 minutes)	25	60	104
Cost to attempt to recruit one (gold)	2075		
Training time (seconds per 1000 EPs)	56		
Training cost (gold per 1000 EPs)	281		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Tortura threshold (seconds)	50	102	205

What it does when it snaps Leave dungeon

Annoyance at

Having no Lair (per second)	1/2
Having no Hatchery (per second)	1
Being woken up	2
Sulking in Lair (per second)	1
Standing on dead ally (per second)	12
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	50
Being slapped	5
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	1/2
Standing on dead enemy (per second)	3
Getting paid	17
Winning battle	8
Getting enough food	25

TENTACLE

EMPLOYMENT OBJECTIVE

Looking for opportunity to flail my evil sucker-covered tentacles at unwary adventurers. Water environment is a must.

EDUCATION

- * No formal education — there aren't any water-based schools. Also, I have a very small brain.
- * I have a certificate in land-walking.
- * I have attended two seminars on Tracking: Land and Water.

WORK HISTORY

Sewer Stalker

I flatten myself along the slimy bottom of the sewers and lie in wait for my victim. I hear footsteps. I flail my evil sucker-covered tentacles. If there is more than one, I pull them underwater. If there is only one, I use sucker-suction to break ribs, pull out eyeballs, and then peel face off skull. Very professional.

Reason for Leaving: Current employ.

Gutter Grabber

I flatten myself along the oozy bottom of the gutters and lie in wait for my victim. I hear footsteps. I flail my evil sucker-covered tentacles. I drown victim in muddy water. I only need two inches of water to drown victim. If there isn't enough water, I sucker-punch victim.

Reason for Leaving: Wanted to explore other employment opportunities.

Drain Dragger, Part Time

I squeeze through pipes in dark castles, snake an evil sucker-covered tentacle out and grab a victim. I pulverize all the bones and drag victim up into pipe. Sometimes I leave the head intact, so it is still sticking out of pipe. Very professional.

Reason for Leaving: Not enough water in drains.

SPECIAL SKILLS & ACTIVITIES

- * I drown victim in two inches of water. Prefer deeper for style purposes.
- * I follow victim, sometimes, on land.
- * Am descendant of long-forgotten, bizarre and unnecessary experiment. I work well in dungeons.

REFERENCES

Happy Lurker @ Water Fiends & Most Monsters Temp Service

See also magazine Creatures of the Deep, issue 19, page 37. I am featured.



INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

TENTACLE



PROFESSIONAL APTITUDES

Primery Fighting

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	50	120	208
Chance of melee hit	26%	62%	108%
Chance of dodging blow or trap	20%	47%	81%
Experience points (EPs) for hitting it	12	18	24

Chance of doubled attack or defense 1%

Damage (health points) absorbed by armor 20%

Attack preference Melee

Special powers (level acquired)

Fist (1) Freeze (5)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	700	1680	2905
Health recovered per sec. of sleep in Lair	20	48	83

Flees to Lair when Health below 60%

Leaves Lair when healed this much 80%

Slaps it takes to kill it 40

Base speed (tiles per second) 2/3

Gold-carrying capacity 500

How often it gets hungry (minutes) 7

Chickens it takes to fill it 1

Turn rate Slow

Humanoid? No

Notes:

- Dungeon Keeper must have a Temple and a Lair (of at least 9 tiles each) to recruit Tentacles.
- Tentacle gains 40 EPs per second that it's asleep if its Lair is adjacent to a water tile.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Tentacle	9	4	2.5
Research points per second	20	48	83
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	45	108	187
Cost to attempt to recruit one (gold)	1375		
Training time (seconds per 1000 EPs)	56		
Training cost (gold per 1000 EPs)	219		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205

What it does when it snaps Leave dungeon or join enemy

Annoyance at

Having no Lair (per second)	1
Having no Hatchery (per second)	1
Being woken up	5
Sulking in Lair (per second)	1
Standing on dead ally (per second)	12
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	50
Being slapped	5
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	1/2
Standing on dead enemy (per second)	6
Getting paid	17
Winning battle	8
Getting enough food	25

troll

employment objective

i like to work with my hands very good with my hands in a workshop i am looking for a workshop hands on kind of hand thing

education

never no real schooling no schooling like learning stuff and then forgetting them i just learned how to work with my hands by working with my hands in a workshop hands on kind of place

work history

i have got lots of real hands on kind of work history background kind of what i did before now i am not as sure as what you want is what you are asking

i am good at wood i grew up in the wood in the forest where i come from i did a lot of hand things like making long sticks and curved sticks and then i got better and even improved and made flat sticks and then they said put the flat sticks together and i did and i can make lots of flat stick wood things and they did something with them i never see

then when i ran out of flat stick things i went to the hills and away from the forests and into the mountains and found some caves and in the caverns and caves i found some metal and i started by making flat metal sticks because the long sticks of metal are really hard and the curvier sticks of metal are easier but i still could not do much with them but the flat metals sticks i could put together and make lots of things you name it

you come up with idea and i am very good at making it is that a work history

special skills & activities

- ✓ i am very good work in a workshop dungeon workshop work hard
- ✓ hardy hard to kill tough very
- ✓ in a dungeon i could fight in a fight if i found one with fighters fighting pow kick and back to workshop



INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

TROLL



PROFESSIONAL APTITUDES

Primary	Manufacturing
Refuses to	Research

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	40	96	166
Chance of melee hit	20%	48%	83%
Chance of dodging blow or trap	20%	47%	81%
Experience points (EPs) for hitting it	7	10	14

Chance of doubled attack or defense	4%
Damage (health points) absorbed by armor	14%
Attack preference	Melee
Special powers (level acquired)	
Speed (4)	Fireball (7)
Grenade (10)	

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	450	1080	1868
Health recovered per sec. of sleep in Lair	12	29	50
Flies to Lair when Health below	60%		
Leaves Lair when healed this much	80%		
Slaps it takes to kill it	25		
Base speed (tiles per second)	1		
Gold-carrying capacity	500		
How often it gets hungry (minutes)	5		
Chickens it takes to fill it	3		
Turn rate	Medium		
Humanoid?	Yes		

Notes:

- Dungeon Keeper must have a Workshop (the larger the better) in order to recruit Trolls.
- Trolls are known to operate under the name Goblin, but this may be more due to confusion and a befuddled sense of identity than to any organized scheme on their part.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Troll	9	4	2.5
Research points per second	20	48	83
Manufacturing points per second	80	192	332
Pay (gold pieces, every 8 minutes)	50	120	208
Cost to attempt to recruit one (gold)	3100		
Training time (seconds per 1000 EPs)	56		
Training cost (gold per 1000 EPs)	188		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205
What it does when it snaps	Leave dungeon or destroy rooms		

Annoyance at

Having no Lair (per second)	1/2
Having no Hatchery (per second)	3/2
Being woken up	5
Sulking in Lair (per second)	1
Standing on dead ally (per second)	15
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	50
Being slapped	5
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	1
Standing on dead enemy (per second)	6
Getting paid	17
Winning battle	8
Getting enough food	25

VAMPIRE

Employment Objective

To find an appropriate occupation in the comfort of a well-maintained, dank and sunless dungeon.

Education

Stalking (Night School). Frankly, there was nothing much that a public schooling facility could teach me. I took it for the practical labs and field trips.

Terror (Private Tutor). It took me a very short time to become accomplished at Unexpected Appearance, Pouncing, Throat Ripping and other such basics. I soon graduated to skills that require more finesse, such as Eloquent and Seductive Eyebrows, Feline Savoir-Faire and Snappy Dressing.

Work History

Man about Town. My kind are not known for their slavery to gold. We live like animals in the wild — albeit dapper, exquisitely manicured animals. Panthers, I'd say we were like panthers. I pick and choose through the night-loving society. Some people I blast with occult forces leaving nothing but a feather-light ashen husk, some I hunt like savage yet intelligent quarry. Some I seduce to join the forces of darkness.

Reason for Leaving: I need a break from the city life. Some time in a dungeon would be like a trip to the country, with fewer cons.

Librarian. Libraries are delightful! They are steel and paper mazes. I love the pitter patter of soft little feet, running in panic ... knowing there's no way to escape.

Reason for Leaving: One cannot live the student life forever.

Magician. What can I say? I developed, shall we say, a taste for children's parties.

Reason for Leaving: One must eventually leave the pleasures of youth behind, and turn toward more sophisticated pursuits.

Special Skills & Activities

- I am adept at magic.
- I have the capability to drain an enemy's power and using it to boost my own health.
- My sharp mind makes me an excellent researcher, and my hypnotic personal magnetism means I'm a superb scavenger.
- If I am working in the scavenger room, but there are no other vampires nearby, I will devote all my charisma to raising the entrance attraction by half, thereby bringing in more workers for your cause.
- If my experience level is higher than the third level, I become immortal. Rather than disincorporating, I will resurrect in my Lair, although with a slightly lower experience level.
- I cannot abide manufacturing. It is peasants' work.
- I can sometimes be created in Mausoleums from decomposing bodies, but it is rather distasteful.

References

Really, if you can't trust me, there's no one left to trust.



INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

VAMPIRE



PROFESSIONAL APTITUDES

Primary	Scavenging
Secondary	Research
Refuses	Manufacturing

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	70	168	291
Chance of melee hit	32%	77%	133%
Chance of dodging blow or trap	31%	75%	130%
Experience points (EPs) for hitting it	20	48	83

Chance of doubled attack or defense	10%
Damage (health points) absorbed by armor	12%
Attack preference	Ranked

Special powers (level acquired)

Fly (2)	Heal (5)	Wind (8)
Slow (3)	Drain (6)	Word of Power (10)
Teleport (4)	Armour (7)	

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	800	1920	3320
Health recovered per sec. of sleep in Lair	18	30	40

Flees to Lair when Health below	60%
Leaves Lair when healed this much	80%
Sleeps it takes to kill it	60
Base speed (tiles per second)	4/3
Gold-carrying capacity	2500
How often it gets hungry (minutes)	5
Chickens it takes to fill it	2
Turn rate	Fast
Humanoid?	Yes

Notes:

- Vampires and Warlocks hate each other and will attack each other if they share a Lair.
- A Vampire is immune to gas and can see invisible creatures.
- A Vampire has force of will — if no enemy Vampires oppose it, a Vampire in a Scavenger room improves the drawing power of the room.
- A 4th-level (or better) Vampire that has a Lair and dies in combat-reappears in that Lair, having lost one level.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level	2.5	1	.5
Research points per second	60	144	249
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	750	1800	3113

Cost to attempt to recruit one (gold) 1075

Training time (seconds per 1000 EPs) 14

Training cost (gold per 1000 EPs) 195

Note: Vampires need more EPs to reach higher levels:

4th	6.5K (vs. 5K)	7th	25K (vs. 10.5K)	9th	50K (vs. 16K)
5th	12K (vs. 6.5K)	8th	40K (vs. 13K)	10th	60K (vs. 20K)
6th	17K (vs. 8.5K)				

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	100	240	410

What it does when it snaps Kill creatures or persuade others to leave

Annoyance at

Having no Lair (per second)	2
Having no Hatchery (per second)	1/2
Being woken up	45
Sulking in Lair (per second)	2
Pay line not moving (per second)	6
Being tortured (per second)	45
Being in Keeper's hand	1
Missing a payday	62
Being slept	25
Being asked to do repulsive job	375
Ally leaving	5
Being in Temple (per second)	10

Pleasure at

Sleeping (per second)	3
Standing on dead enemy (per second)	12
Standing on dead ally (per second)	2
Getting paid	6
Winning battle	12
Getting enough food	25

WARLOCK



mployment Objective

Frankly, my only real objective is immortality. I do not, however, seem to be attaining that goal. In light of that, my secondary goal is to keep immortality from others as much as is expedient — to wit, by killing as many people as possible.



ducation

Master of the Occult Arts, Arcana University

I was under the tutelage of Mad Muron for seven years and a day. I studied alchemy, biology and psychology in an attempt to unlock the secrets of life. During that time I became quite adept in the secrets of death.



ork History

Archivist, Arcana University

I worked in the libraries of the university, keeping all the dissertations and theses organized and in place. It was rather tiresome as books were forever getting out of place — until I devised a system called the Time Delayed Cascading Shower of Pain. After that, books were returned promptly and to their proper location.

Reason for Leaving: I had nothing more to learn from that library, and they had no plans for expansion.

Tutor, Broken Tower

I trained novices in the disciplines of death, as appropriate to warlocks: Mad Rage, Off-Hand, Time Delay and Example to Others.

Reason for Leaving: I transferred to Arcana University.



pecial Skills and Activities

- I am a professional accredited for maintaining a Dark Library at peak efficiency.*
- As a researcher, I am without peer.*
- I have a propensity for training; it makes me more powerful and increases my range of spells.*
- Please note that I am allergic to technology.*



eferences

Mad Muron, Mage @ Arcana University, Department of Physics
Malancor, Dark Disciple of the 1st order @ Broken Tower



INVESTIGATIVE REPORT

Results on pre-employment background check.

Veracity guaranteed, three year limitation. Invoice pending, less retainer

WARLOCK



PROFESSIONAL APTITUDES

Primary	Research
Refuses	Manufacturing

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	20	48	83
Chance of melee hit	40%	96%	166%
Chance of dodging blow or trap	12%	28%	49%
Experience points (EPs) for hitting it	12	18	24

Chance of doubled attack or defense	2%
Damage (health points) absorbed by armor	6%
Attack preference	Ranged
Special powers (level acquired)	
Fireball (2)	Navigating Missile (6)
Heal (3)	Sight (7)
Fire Bomb (4)	Wind (8)
Invisibility (5)	Word of Power (9)

PHYSICAL EVALUATION

Health (health points)	350	840	1453
Health recovered per sec. of sleep in Lair	12	29	50

Flees to Lair when Health below	60%
Leaves Lair when healed this much	100%
Slaps it takes to kill it	17
Base speed (tiles per second)	2/3
Gold-carrying capacity	400
How often it gets hungry (minutes)	7
Chickens it takes to fill it	3
Turn rate	Medium
Humanoid?	Yes

Notes:

- Warlocks and Vampires hate each other and will attack each other if they share a Lair.
- Dungeon Keeper must have a Library (of at least 9 tiles, but the larger the better) to recruit Warlocks.
- Warlock gains 20 EPs per second that it's asleep if its Lair is adjacent to a unmined gold tile.
- Warlocks have been known to operate under the name of Warlock.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Warlock	3.5	1.5	1
Research points per second	80	192	332
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	120	288	498
Cost to attempt to recruit one (gold)	1725		
Training time (seconds per 1000 EPs)	28		
Training cost (gold per 1000 EPs)	234		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	35	85	145

What it does when it snaps Persuade others to leave

Annoyance at

Having no Lair (per second)	2
Having no Hatchery (per second)	1/2
Being woken up	6
Sulking in Lair (per second)	3/2
Standing on dead ally (per second)	37
Pay line not moving (per second)	2
Being tortured (per second)	4
Missing a payday	62
Being slapped	17
Being asked to do repulsive job	100
Ally leaving	5

Pleasure at

Being in Temple (per second)	35
Sleeping (per second)	2
Standing on dead enemy (per second)	6
Getting paid	17
Winning battle	11
Getting enough food	25

WANTED!



DEAD OR DISMEMBERED

Leader of a small band of do-gooders, goes by the name of Avatar.

Let's rid the universe of this vilely virtuous vagabond, end once and for all his incessant questing for good, honor, fame, sympathy ... or whatever the heck it is he's looking for.

Reward: The pleasure of watching him die.

(What more could you ask for?)



INVESTIGATIVE REPORT

Results on local hazards check.. Veracity guaranteed, three year limitation.

Invoice pending, less retainer



ARCHER

PROFESSIONAL APTITUDES

Primary Manufacturing

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	20	48	83
Chance of melee hit	40%	96%	166%
Chance of dodging blow or trap	24%	56%	98%
Experience points (EPs) for hitting it	13	19	26

Chance of doubled attack or defense 6%

Damage (health points) absorbed by armor 8%

Attack preference Ranged

Special powers (level acquired)

Arrow (1) Speed (6)

Navigating Missile (4) Slow (8)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	300	720	1245
Health recovered per sec. of sleep in Lair	4	10	17

Flees to Lair when Health below 60%

Leaves Lair when healed this much 80%

Slaps it takes to kill it 30

Base speed (tiles per second) 1

Gold-carrying capacity 250

How often it gets hungry (minutes) 4

Chickens it takes to fill it 1

Turn rate Medium

Humanoid? Yes

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Archer	9	4	2.5
Research points per second	40	96	166
Manufacturing points per second	40	96	166
Pay (gold pieces, every 8 minutes)	60	144	249

Cost to attempt to recruit one (gold) 1375

Training time (seconds per 1000 EPs) 56

Training cost (gold per 1000 EPs) 125

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205

What it does when it snaps Leave Dungeon

Annoyance at

Having no Lair (per second)	1
Having no Hatchery (per second)	1
Being woken up	5
Sulking in Lair (per second)	1
Standing on dead ally (per second)	12
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	50
Being slapped	5
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	1/2
Standing on dead enemy (per second)	6
Getting paid	17
Winning battle	8
Getting enough food	25



INVESTIGATIVE REPORT

Results on local hazards check. Veracity guaranteed, three year limitation.

Invoice pending, less retainer



BARBARIAN

PROFESSIONAL APTITUDES

Primary Training

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	60	144	249
Chance of melee hit	28%	67%	116%
Chance of dodging blow or trap	24%	56%	98%
Experience points (EPs) for hitting it	6	9	12

Damage (health points) absorbed by armor 20%

Chance of doubled attack or defense 4%

Attack preference Melee

Special powers (level acquired) Armour (6)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	700	1680	2905
Health recovered per sec. of sleep in Lair	10	24	42
Flees to Lair when Health below	60%		
Leaves Lair when healed this much	80%		
Slaps it takes to kill it	40		
Base speed (tiles per second)	1		
Gold-carrying capacity	1500		
How often it gets hungry (minutes)	7		
Chickens it takes to fill it	1		
Turn rate	Medium		
Humonoid?	Yes		

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level	18	7.5	4.5
Manufacturing points per second	40	96	166
Pay (gold pieces, every 8 minutes)	95	228	394
Cost to attempt to recruit one (gold)	6200		
Training time (seconds per 1000 EPs)	19		
Training cost (gold per 1000 EPs)	208		

Note: Barbarian doesn't research.

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205

What it does when it snaps Leave dungeon or
destroy rooms

Annoyance at

Having no Lair (per second)	1
Having no Hatchery (per second)	1
Being woken up	2
Sulking in Lair (per second)	1
Standing on dead ally (per second)	10
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	50
Being slapped	5
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	1
Standing on dead enemy (per second)	7
Getting paid	17
Winning battle	10
Getting enough food	25



INVESTIGATIVE REPORT

Results on local hazards check.. Veracity guaranteed, three year limitation.

Invoice pending, less retainer



DWARF

PROFESSIONAL APTITUDES

Primary Manufacturing

COMBAT PROGNOSIS

	1st	5th	10th
Demaga (health points) per melee hit	50	120	208
Chance of malee hit	22%	53%	91%
Chance of dodging blow or trep	12%	28%	49%
Experience points (EPs) for hitting it	7	10	14

Chance of doubled attack or defense 1%

Damage (health points) absorbed by armor 16%

Attack preference Melee

Spacial powers (level acquired)

Armour (4) Rebound (7)

PHYSICAL EVALUATION

	1st	5th	10th
Health (haalth points)	500	1200	2075
Health recovered par sac. of sleep in Lair	80	192	332
Flees to Lair when Haalth below	60%		
Leaves Lair when healad this much	80%		
Slaps it takes to kill it	30		
Base speed (tiles per second)	2		
Gold-carrying capacity	500		
How often it gets hungry (minutas)	4		
Chickens it takes to fill it	2		
Turn rate	Fast		
Humanoid?	Yes		

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Dwarf	18	7.5	4.5
Resaarch points per second	20	48	83
Manufacturing points par second	60	144	249
Pay (gold pieces, every 8 minutes)	35	84	145

Cost to attempt to recruit one (gold) 2075

Training time (seconds per 1000 EPs) 56

Training cost (gold per 1000 EPs) 78

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205

What it does when it snaps Leave dungeon or destroy rooms

Annoyance at

Having no Lair (per second)	1/2
Having no Hatchery (per second)	1/2
Being woken up	5
Sulking in Leir (per second)	1
Standing on dead ally (per second)	12
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing e payday	50
Being slepped	5
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	1
Standing on daed enemy (per second)	3
Getting paid	20
Winning bettle	8
Getting enough food	25



INVESTIGATIVE REPORT

Results on local hazards check. Veracity guaranteed, three year limitation.

Invoice pending, less retainer



FAIRY

PROFESSIONAL APTITUDES

Primary	Research		
COMBAT PROGNOSIS	1st	5th	10th
Damaga (health points) par melae hit	10	24	42
Chance of melae hit	28%	67%	116%
Chance of dodging blow or trap	12%	28%	49%
Experience points (EPs) for hitting it	10	15	20
Chance of doubled attack or defensa	16%		
Damaga (health points) absorbed by armor	4%		
Attack preference	Ranged		
Special powers (level acquired)			
Drain (3)	Navigating Missile (7)		
Lightning (4)	Rebound (8)		
Heal (5)	Fire Bomb (9)		
Invisibility (6)	Freeze (10)		

PHYSICAL EVALUATION

Health (health points)	150	360	623
Health recovered per sec. of sleep in Lair	4	10	17
Flaas to Lair when Health below	60%		
Laaves Lair when healed this much	100%		
Slaps it takes to kill it	8		
Basa spead (tiles per second)	4/3		
Gold-carrying capacity	250		
How often it gets hungry (minutes)	4		
Chickens it takes to fill it	1		
Turn rata	Fast		
Humanoid?	Yes		

Note: Fairy can fly and is immune to gas.

INVESTMENT POTENTIAL

Time to recruit a 1st-level Fairy	18	7.5	4.5
Research points per sacond	80	192	332
Manufacturing points per second	20	48	83
Pay (gold piaces, every 8 minutes)	59	142	245
Cost to attempt to recruit one (gold)	1375		
Training time (seconds par 1000 EPs)	56		
Training cost (gold per 1000 EPs)	63		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205
What it does when it snaps	Leave dungeon		

Annoyance at

Having no Lair (per second)	1
Having no Hatchery (per second)	1/2
Being woken up	5
Sulking in Lair (per second)	3/2
Standing on dead ally (per second)	50
Pay line not moving (per second)	2
Being tortured (per second)	4
Missing a payday	25
Being slapped	12
Ally leaving	5

Pleasure at

Being in Templa (per second)	30
Sleeping (per second)	1/2
Standing on dead enemy (per second)	3
Getting paid	20
Winning battle	2
Getting enough food	25



INVESTIGATIVE REPORT

Results on local hazards check.. Veracity guaranteed, three year limitation.

Invoice pending, less retainer



GIANT

PROFESSIONAL APTITUDES

Primary	Training
Refuses to	Research

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	100	240	415
Chance of melee hit	24%	58%	100%
Chance of dodging blow or trap	12%	28%	49%
Experience points (EPs) for hitting it	15	22	30
Chance of doubled attack or defense	8%		
Damage (health points) absorbed by armor	24%		
Attack preference	Melee		
Special powers (level acquired)	Speed (10)		

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	650	1560	2698
Health recovered per sec. of sleep in Lair	10	24	42
Flees to Lair when Health below	60%		
Leaves Lair when healed this much	70%		
Slaps it takes to kill it	40		
Base speed (tiles per second)	2/3		
Gold-carrying capacity	1000		
How often it gets hungry (minutes)	4		
Chickens it takes to fill it	3		
Turn rate	Slow		
Humanoid?	Yes		

Notes:

- Giants require double-size Lair (two tiles per creature).
- They don't research.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Giant	9	4	2.5
Manufacturing points per second	40	96	166
Pay (gold pieces, every 8 minutes)	43	103	178
Cost to attempt to recruit one (gold)	4300		
Training time (seconds per 1000 EPs)	28		
Training cost (gold per 1000 EPs)	273		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205
What it does when it snaps	Leave dungeon or damage walls		

Annoyance at

Having no Lair (per second)	1/2
Having no Hatchery (per second)	3/2
Being woken up	2
Sulking in Lair (per second)	1
Standing on dead ally (per second)	10
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	50
Being slapped	5
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	3
Standing on dead enemy (per second)	6
Getting paid	17
Winning battle	10
Getting enough food	25



INVESTIGATIVE REPORT

Results on local hazards check. Veracity guaranteed, three year limitation.

Invoice pending, less retainer



KNIGHT

PROFESSIONAL APTITUDES

Primary Fighting

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	80	192	332
Chance of melee hit	60%	144%	249%
Chance of dodging blow or trap	12%	28%	49%
Experience points (EPs) for hitting it	25	37	50

Chance of doubled attack or defense 6%

Damage (health points) absorbed by armor 39%

Attack preference Melee

Special powers (level acquired)

Rebound (4) Heal (7)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	950	2280	3943
Health recovered per sec. of sleep in Lair	12	30	50

Flees to Lair when Health below 60%

Leaves Lair when healed this much 60%

Slaps it takes to kill it 40

Basa speed (tiles per second) 2/3

Gold-carrying capacity 600

How often it gets hungry (minutes) 8

Chickens it takes to fill it 3

Turn rate Fast

Humanoid? Yes

Note: Knight doesn't recruit and can't be recruited.

INVESTMENT POTENTIAL

	1st	5th	10th
Research points per second	20	48	83
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	540	1296	2241

Training time (seconds per 1000 EPs) 19

Training cost (gold per 1000 EPs) 208

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	100	240	410
What it does when it snaps	Leave dungeon		

Annoyance at

Having no Lair (per second)	2
Having no Hatchery (per second)	2
Being woken up	6
Sulking in Lair (per second)	2
Standing on dead ally (per second)	32
Pay line not moving (per second)	6
Being tortured (per second)	6
Missing a payday	87
Being slapped	8
Being asked to do repulsive job	200
Ally leaving	5

Pleasure at

Being in Temple (per second)	37
Sleeping (par second)	1/2
Standing on dead enemy (per second)	8
Getting paid	25
Winning battle	12
Getting enough food	25



INVESTIGATIVE REPORT

Results on local hazards check.. Veracity guaranteed, three year limitation.

Invoice pending, less retainer



MONK

MONK

PROFESSIONAL APTITUDES

Primary Research

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	40	96	166
Chance of melee hit	32%	77%	133%
Chance of dodging blow or trap	31%	75%	130%
Experience points (EPs) for hitting it	14	21	28

Chance of doubled attack or defense 12%

Damage (health points) absorbed by armor 8%

Attack preference Melee

Special powers (level acquired)

Heal (2)	Drain (7)
Armour (3)	Hailstorm (9)
Slow (4)	Word of Power (10)
Missile (5)	

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	325	780	1349
Health recovered per sec. of sleep in Lair	16	38	66

Flees to Lair when Health below 60%

Leaves Lair when healed this much 80%

Slaps it takes to kill it 25

Base speed (tiles per second) 2/3

Gold-carrying capacity 750

How often it gets hungry (minutes) 4

Chickens it takes to fill it 2

Turn rate Slow

Humanoid? Yes

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Monk	6	2.5	1.5
Research points per second	60	144	249
Manufacturing points per second	40	96	166
Pay (gold pieces, every 8 minutes)	75	180	311

Cost to attempt to recruit one (gold) 1725

Training time (seconds per 1000 EPs) 56

Training cost (gold per 1000 EPs) 188

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205
What it does when it snaps	Leave Dungeon		

Annoyance at

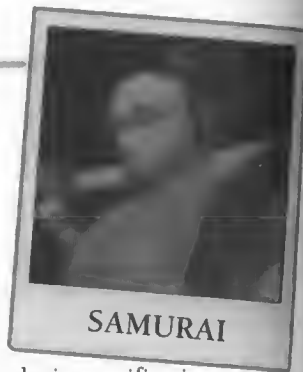
Having no Lair (per second)	1
Having no Hatchery (per second)	3/2
Being woken up	5
Sulking in Lair (per second)	1
Standing on dead elly (per second)	25
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	50
Being slapped	6
Ally leaving	5

Pleasure at

Being in Templa (per second)	50
Sleeping (per second)	2
Getting paid	17
Winning battle	8
Getting enough food	25



INVESTIGATIVE REPORT



Results on local hazards check. Veracity guaranteed, three year limitation.

Invoice pending, less retainer

Extra Expenses Incurred: 9,000 gold due to evisceration of three investigators during verification.

SAMURAI

PROFESSIONAL APTITUDES

Primary	Fighting
Secondary	Training

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	80	192	332
Chance of melee hit	36%	86%	149%
Chance of dodging blow or trap	27%	66%	114%
Experience points (EPs) for hitting it	20	30	40

Chance of doubled attack or defense 8%

Damage (health points) absorbed by armor 24%

Attack preference Melee

Special powers (level acquired)

Sight (5*) Speed (7)

Lightning (6) Freeze (9)

*Samurai are born with the ability to see invisible, but receive it again as a power when they reach the 5th level.

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	700	1680	2905
Health recovered per sec. of sleep in Lair	18	43	75

Flees to Lair when Health below 40%

Leaves Lair when healed this much 40%

Slaps it takes to kill it 50

Base speed (tiles per second) 4/3

Gold-carrying capacity 750

How often it gets hungry (minutes) 7

Chickens it takes to fill it 3

Turn rate Fast

Humanoid? Yes

Notes:

- Samurai can see invisible creatures.
- Samurai and Dark Mistresses hate each other and will attack each other if they share a Lair.
- Samurai prefer to practice on live targets (but don't hurt them).

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Samurai	6	2.5	1.5
Research points per second	40	96	166
Manufacturing points per second	40	96	166
Pay (gold pieces, every 8 minutes)	195	468	809

Cost to attempt to recruit one (gold) 3450

Training time (seconds per 1000 EPs) 14

Training cost (gold per 1000 EPs) 195

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	100	240	410

What it does when it snaps Leave dungeon, kill creatures or join enemy

Annoyance at

Having no Lair (per second)	2
Being woken up	6
Sulking in Lair (per second)	2
Standing on dead ally (per second)	32
Pay line not moving (per second)	3
Being tortured (per second)	1
Missing a payday	75
Being slapped	17
Being asked to do repulsive job	200
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	1/2
Standing on dead enemy (per second)	7
Getting paid	17
Winning battle	12
Getting enough food	25



INVESTIGATIVE REPORT

Results on local hazards check.. Veracity guaranteed, three year limitation.

Invoice pending, less retainer



THIEF

PROFESSIONAL APTITUDES

Primary Fighting

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	30	72	125
Chance of melee hit	48%	115%	199%
Chance of dodging blow or trap	31%	75%	130%
Experience points (EPs) for hitting it	9	13	18

Chance of doubled attack or defense 6%

Damage (health points) absorbed by armor 8%

Attack preference Melee

Special powers (level acquired)

Speed (4) Rebound (10)

Invisibility (7)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	250	600	1038
Health recovered per sec. of sleep in Lair	8	19	33
Flees to Lair when Health below	60%		
Leaves Lair when healed this much	100%		
Slaps it takes to kill it	30		
Base speed (tiles per second)	1		
Gold-carrying capacity	1750		
How often it gets hungry (minutes)	4		
Chickens it takes to fill it	2		
Turn rate	Fast		
Humanoid?	Yes		

Note: A 10th-level Thief that acquires another 20K EPs becomes a 3rd-level Knight.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-level Thief	9	4	2.5
Research points per second	20	48	83
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	57	137	237
Cost to attempt to recruit one (gold)	1375		
Training time (seconds per 1000 EPs)	56		
Training cost (gold per 1000 EPs)	188		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	5	12	20

What it does when it snaps Leave dungeon or steal gold

Annoyance at

Having no Hatchery (per second)	1
Being woken up	5
Sulking in Lair (per second)	1
Standing on dead ally (per second)	7
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	75
Being slapped	5
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	1/2
Standing on dead enemy (per second)	6
Getting paid	25
Winning battle	8
Getting enough food	25



INVESTIGATIVE REPORT

Results on local hazards check. Veracity guaranteed, three year limitation.

Invoice pending, less retainer

TUNNELLER

TUNNELLER

PROFESSIONAL APTITUDES

Primary	Digging		
COMBAT PROGNOSIS	1st	5th	10th
Damage (health points) per melee hit	40	96	166
Chance of melee hit	16%	38%	66%
Chance of dodging blow or trap	16%	38%	65%
Experience points (EPs) for hitting it	2	3	4
Chance of doubled attack or defense	0%		
Damage (health points) absorbed by armor	12%		
Attack preference	Melee		
Special powers (level acquired)	Teleport (10)		

PHYSICAL EVALUATION	1st	5th	10th
Health (health points)	350	840	1453
Health recovered per sec. of sleep in Lair	8	19	33
Flees to Lair when Health below	60%		
Leaves Lair when healed this much	80%		
Slaps it takes to kill it	30		
Base speed (tiles per second)	1		
Gold-carrying capacity	500		
How often it gets hungry (minutes)	4		
Chickens it takes to fill it	2		
Turn rate	Slow		
Humanoid?	Yes		

Note: Tunneller doesn't research.

INVESTMENT POTENTIAL	1st	5th	10th
Time to recruit a 1st-level Tunneller	18	7.5	4.5
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	50	120	208

Cost to attempt to recruit one (gold)	3450
Training time (seconds per 1000 EPs)	56
Training cost (gold per 1000 EPs)	156

PSYCHOLOGICAL PROFILE	1st	5th	10th
Torture threshold (seconds)	50	120	205

What it does when it snaps	Leave dungeon or damage walls
----------------------------	-------------------------------

Annoyance at	
Having no Lair (per second)	1/2
Having no Hatchery (per second)	1/2
Being woken up	5
Sulking in Lair (per second)	1/2
Standing on dead ally (per second)	10
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	25
Being slapped	2
Ally leaving	5

Pleasure at	
Being in Temple (per second)	25
Sleeping (per second)	1
Standing on dead enemy (per second)	3
Getting paid	17
Winning battle	8
Getting enough food	25



INVESTIGATIVE REPORT

Results on local hazards check. Veracity guaranteed, three year limitation.

Invoice pending, less retainer



WITCH

PROFESSIONAL APTITUDES

Primary Research

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	20	48	83
Chance of melee hit	32%	77%	133%
Chance of dodging blow or trap	12%	28%	49%
Experience points (EPs) for hitting it	15	22	30

Chance of doubled attack or defense 2%

Damage (health points) absorbed by armor 8%

Attack preference Ranged

Special powers (level acquired)

Fly (2)	Lightning (7)
Poison Cloud (3)	Heal (8)
Rebound (4)	Navigating Missile (9)
Wind (5)	Hailstorm (10)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	300	720	1245
Health recovered per sec. of sleep in Lair	6	14	25

Flees to Lair when Health below 60%

Leaves Lair when healed this much 80%

Slaps it takes to kill it 20

Base speed (tiles per second) 1

Gold-carrying capacity 400

How often it gets hungry (minutes) 4

Chickens it takes to fill it 2

Turn rate Medium

Humanoid? Yes

Note: Witches have been known to perform their rites under the name of Priestess.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit a 1st-lair Witch	6	2.5	1.5
Research points per second	60	144	249
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	75	180	311
Cost to attempt to recruit one (gold)	2300		
Training time (seconds per 1000 EPs)	28		
Training cost (gold per 1000 EPs)	125		

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold (seconds)	50	120	205

What it does when it snaps Leave dungeon

Annoyance at

Having no Lair (per second)	3/2
Having no Hatchery (per second)	1
Being woken up	5
Sulking in Lair (per second)	3/2
Standing on dead ally (per second)	20
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	50
Being slapped	8
Ally leaving	5

Pleasure at

Being in Templa (per second)	25
Sleeping (per second)	1/2
Standing on dead enemy (per second)	6
Getting paid	17
Winning battle	8
Getting enough food	25



INVESTIGATIVE REPORT

Results on local hazards check. Veracity guaranteed, three year limitation.
Invoice pending, less retainer



WIZARD

PROFESSIONAL APTITUDES

Primary	Research
Refuses	Manufacturing

COMBAT PROGNOSIS

	1st	5th	10th
Damage (health points) per melee hit	20	48	83
Chance of melee hit	40%	96%	166%
Chance of dodging blow or trap	12%	28%	49%
Experience points (EPs) for hitting it	14	34	58

Chance of doubled attack or defense	2%
Damage (health points) absorbed by armor	6%
Attack preference	Ranged

Special powers (level acquired)

Missile (1)	Hailstorm (7)
Fireball (3)	Drain (8)
Rebound, Heal (5)	Slow (9)
Freeze (6)	Fire Bomb (10)

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	350	840	1453
Health recovered per sec. of sleep in Lair	80	192	332

Flees to Lair when Health below	60%
Leaves Lair when healed this much	100%
Slaps it takes to kill it	17
Base speed (tiles per second)	2/3
Gold-carrying capacity	500
How often it gets hungry (minutes)	4
Chickens it takes to fill it	2
Turn rate	Slow
Humanoid?	Yes

Note: Wizard is immune to gas.

INVESTMENT POTENTIAL

	1st	5th	10th
Time to recruit e 1st-level	4.5	2	1
Research points per second	100	240	415
Manufacturing points per second	20	48	83
Pay (gold pieces, every 8 minutes)	125	300	519

Cost to attempt to recruit one (gold)	2150
Training time (seconds per 1000 EPs)	28
Training cost (gold per 1000 EPs)	234

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Torture threshold	50	120	205

What it does when it snaps	Leave dungeon
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Annoyance at

Heving no Lair (per second)	2
Having no Hatchery (per second)	1/2
Being woken up	6
Sulking in Lair (per second)	1
Standing on deed elly (per second)	30
Pay line not moving (per second)	2
Being tortured (per second)	2
Missing a payday	50
Being slept	7
Being asked to do repulsive job	100
Ally leaving	5

Pleasure at

Being in Temple (per second)	25
Sleeping (per second)	1/2
Standing on dead enemy (per second)	6
Getting peid	17
Winning battle	8
Getting enough food	25



INVESTIGATIVE REPORT

Results on local hazards check.. Veracity guaranteed, three year limitation.
Invoice pending, less retainer



AVATAR

PROFESSIONAL APTITUDES

Primary Fighting

COMBAT PROGNOSIS

	1st	5th	10th
Damaga (health points) per malaa hit	150	360	623
Chance of melee hit	72%	173%	299%
Chanca of dodging blow or trap	43%	104%	179%
Experiencia points (EPs) for hitting it	75	110	150

Chanca of doubled attack or defense 8%

Damaga (health points) absorbed by armor 47%

Attack preferenca Melee

Special powers (level acquired)

Armour (2)	Navigating Missile (8)
Heal (4)	Invisibility (9)
Freeze (6)	Word of Power (10)
Drain (7)	

PHYSICAL EVALUATION

	1st	5th	10th
Health (health points)	3000	7200	12450
Health recovered per sec. of sleep in Lair	18	432	747

Flees to Lair whan Haalth below 60%

Laavas Lair when healed this much 80%

Slaps it takas to kill it 60

Basa spead (tiles per sacond) 1

Gold-carrying capacity 1000

How often it gats hungry (minutes) 8

Chickens it takas to fill it 4

Turn rata Fast

Humanoid? Yes

INVESTMENT POTENTIAL

	1st	5th	10th
Resaarch points per second	60	144	249
Manufacturing points par second	20	48	83
Pay (gold pieces, avery 8 minutes)	1200	2880	4980

Training tima (seconds per 1000 EPs) 14

Training cost (gold par 1000 EPs) 391

PSYCHOLOGICAL PROFILE

	1st	5th	10th
Tortura threshold (seconds)	100	240	410

What it does when it snaps Leave dungeon

Annoyance at

Having no Lair (per second)	2
Having no Hatchery (per second)	2
Being woken up	50
Sulking in Lair (per second)	5
Standing on dead ally (per second)	60
Pay line not moving (per second)	12
Being tortured (per second)	60
Missing a payday	100
Baing slapped	55
Being asked to do repulsive job	225
Ally leaving	5

Pleasure at

Being in Temple (per second)	37
Sleeping (per second)	1/2
Standing on dead enemy (par sacond)	25
Getting paid	17
Winning battla	25
Getting enough food	25

Note: The Avatar doesn't recruit and can't be recruited.



WORK SMARTER,
NOT HARDER



Dungeon Keeper Spells

Spell	Cost (gold)	Effect
<i>Armageddon</i>	60,000	Teleports all non-chickens in realm to your Heart for climactic battle. Everyone has about 7 minutes of warning, then maximum length of battle is about 10 minutes. Can't grab any of your creatures during the battle.
<i>Call to Arms</i>	0 or 20/sec.	Calls all your creatures to one tile (by normal travel). Free if you own the tile; costs if you don't. Stays active till you cancel it or run out of money. Radius of call increases as spell is prolonged.
<i>Cave-In</i>	1000-2600	Collapses roof over target tile. Creatures (allied and enemy) caught in its effect are damaged and flee. Powered up: the greater the radius of collapse.
<i>Conceal Creature</i>	100-900	Target creature becomes invisible unless fighting, for 15 seconds. Powered up: concealed for up to 55 seconds.
<i>Create Imp</i>	150 x Imp #	Cast on one of your tiles. Creates an Imp; cost rises with # of Imps (see Imp Economics , p. 102).
<i>Destroy Walls</i>	10K-26K	Cast on fortified wall tile. Changes it to regular earth. Power up: also changes tiles in all four directions from target tile, one tile further (in each direction) per power step.
<i>Disease</i>	7000-9000	Cast on enemy creature on one of your tiles. While diseased (15 seconds), creature slowly loses Health. Anyone it passes has high probability of also catching disease. Creatures in Temple are cured. Powered up: disease lasts up to 55 seconds on anyone that catches it.
<i>Heal</i>	300-1100	Heals target creature's Health — 80 health points (instantaneous casting) to 500 points (fully powered).
<i>Hold Audience</i>	1000	Calls all of your creatures to the Dungeon Heart. They stay there, celebrating, for about a minute.
<i>Lightning Strike</i>	600-3000	Cast on a creature. Damages all creatures within about a tile of the target creature. Power up: extends radius, up to about 5 tiles.
<i>Must Obey</i>	25/sec.	Speeds up all creatures by 25%, checks their annoyance (at its current level for each creature), and they go without sleep.
<i>Possess Creature</i>	0	You take personal control of a creature. You can use its powers and abilities more quickly.
<i>Protect Creature</i>	100-900	Reduces your target creature's damage in battle for 15 seconds. Power up: increases protection for up to 55 seconds.
<i>Sight of Evil</i>	50-130	Temporarily reveals area around the tile you select. Power up: increases the area revealed.
<i>Speed Creature</i>	100-900	Doubles your target creature's speed in everything it does for 15 seconds. Power up: prolongs duration for up to 55 seconds.
<i>Turn to Chicken</i>	1200-3000	Turns target creature (yours or an enemy) into a chicken for 15 seconds. Creature retains its Health, but it is much more vulnerable (and can be eaten). Temple heals it. Power up: prolongs duration for up to 55 seconds.

Note that many Keeper spells can be powered up — held before casting to increase the magnitude of the spell. In such cases, the spell's cost is given as a range, and the effect of the increased power is listed in its description. For each such spell, there are nine steps. The first step (and the cheapest) is triggered when you release the spell immediately; each successive step is triggered by holding the spell for just under a second longer. Thus, holding a spell for about 3 seconds produces a mid-powered spell. Holding it for 6 or 7 seconds produces the most powerful (and most costly) effect.

Armageddon

This might seem like a self-defeating sort of spell, but there is a demented sort of logic behind conjuring every creature in the realm directly around your Dungeon Heart. It's all or nothing, and sometimes that can work out to the best.

One of the best times to cast it is when you believe you outnumber all of your opponents. If you are certain that one grand battle would leave your enemies holding their internal organs in buckets, then by all means, cast Armageddon.

Armageddon might also prove handy if you think that you are about equal, or believe that you are going to lose unless you do something drastic. First, though, lay down as many traps (except Poison Gas) around your Dungeon Heart as you can produce. That way, when all the creatures appear, they'll set off the traps and die the miserable, twitching deaths they deserve.

Of course, if you suddenly see the telltale countdown signaling that your own creatures are about to be zapped through dirt and rock into a trap-laden death trap, you have to quickly choose between your two options: Protect them or Chicken them.

You can try scurrying around casting Protect Creature on all your most powerful creatures in the brief time allotted. It depends on how well you think your army of loyal mutants would fare.

The alternative is to sacrifice a couple of Bile Demons (normally a rash move) so that all your creatures become chickens. Chickens aren't affected by the Armageddon spell. Then, of course, you have to de-chicken them, but it's better than trying to scrape together the blasted bits and pieces of an unsuccessful day at the enemy's Heart.

Remember that your high-level Vampires should survive Armageddon anyway, albeit at the loss of a level. They'll reappear in their Lair if they die.

Lightning Strike

Whack-an-Imp for fun and profit. If your enemy's gold supply can be restricted due to a systematic Reduction in Force, putting the hotfoot to his Imps might just starve his forces into a mass of untrained, unfed and annoyed minions. Sounds like the recipe for a mob, doesn't it?

Call to Arms

You do know that if you cast Call to Arms on an enemy room, you have essentially commanded your sycophants to destroy it?

Oh, and by the way, this spell only costs money if you cast it on land that you don't claim. Possess an Imp and claim a narrow path as far into enemy territory as possible. Then cast Call to Arms on your territory in the midst of the enemy's dungeon.

Possess Creature

Do not ignore Possess Creature! This is so fiendishly useful, once you start using it, you won't know how you managed before. Possessing creatures allows you to "force" creatures into areas that they wouldn't otherwise go. This counts double for Demon Spawn, Dragons, Hellhounds and Horned Reapers — creatures that you can take over lava without harming a hair on their vile little heads. Many Specials are hidden in lava — use these guys, or Flies, to find them.

Creatures work much faster when you Possess them, no doubt due to your superior powers of concentration. Digging, exploring, fighting, and so forth are all accelerated. You can attack your own creatures while using this spell.

Creature Abilities and Powers

Duration (sec.) is the duration, in seconds, of one use of the power. "inst." and "const." mean instantaneous and constant (until stopped).

Invisible appears (sec.) is how long an invisible creature appears if it uses this power. "Fl" means a flash, appearing for just a fraction of a second.

Repeat delay (sec.) is how long the creature must wait, in seconds, before using the power again. *2/sec.* means twice per second. *Possess delay (sec.)* is how long the Keeper must wait, when in Possession of the creature, before using the power again. (Note that a Keeper generally can repeat powers faster than the creature can by itself.)

(Self) means the creature casts the power on itself.

Ability or Power	Duration (sec.)		Invisible appears (sec.)		Repeat delay (sec.)	Possess delay (sec.)	Effect
<i>Melee attack</i>	inst.	5	2/sec.	5/sec.			Any melee attack — sword, scythe, horns, etc. Damage is base on the attacker's strength and experience.
<i>Fire arrow</i>	inst.	5	1	2/sec.			A shot from the Archer's bow, damage 30.
<i>Armour</i>	12	8	20	12			(Self) Increases creature's armour protection by a quarter, and halves the damage from a Keeper's Lightning Strike.
<i>Dig</i>	const.	-	-	-			The Imp's ability to dig.
<i>Drain</i>	inst.	Fl	3/sec.	0			Reduces target creature's Health by 20, and adds 20 to the caster's Health.
<i>Fart</i>	inst.	Fl	8	5			A Poison cloud that appears around the Bile Demon and that attacks only enemies.
<i>Fireball</i>	inst.	8	2	5/sec.			Attacks nearest enemy (within 8 tiles) for 30 damage. Inflicts collateral damage on anything nearby.
<i>Flame Breath</i>	inst.	Fl	2/sec.	5/sec.			Dragon's short-range (2-tile) breath weapon, damage about 50.
<i>Flight</i>	40	Fl	20	12			(Self) Creature can fly.
<i>Freeze</i>	6	8	20	15			Freezes creature for about 6 seconds. Freezing causes no damage, but a melee hit can then shatter the creature beyond hope of cure. Range 10.
<i>Grenade</i>	inst.	Fl	3	1			Bounces around for two seconds, then explodes for up to damage 120, throughout the tile where it ends up.
<i>Hailstorm</i>	inst.	Fl	2	1			Hits target creature and everyone nearby for up to 75 damage (5 per hail stone).
<i>Heal</i>	inst.	Fl	20	12			(Self) Fully heals creature.
<i>Invisibility</i>	25	Fl	25	10			(Self) Creature turns invisible, except during periods when it is attacking or using another power. (See <i>Invisible appears</i> column.)
<i>Lightning</i>	inst.	8	1	2/sec.			Attacks target for 20 damage. Range 4. Collateral damage?
<i>Meteor</i>	inst.	8	5	1			Attacks target for 100 damage. Range 14.
<i>Missile</i>	inst.	Fl	1	0			Attacks target for 20 damage. Range 10.
<i>Navigating Missile</i>	inst.	Fl	3	0			Attacks nearest enemy (within 10 tiles) for 40 damage.
<i>Poison Cloud</i>	inst.	Fl	4	1			Forms cloud of poison within 10 tiles, covering a tile. It lasts for 2 seconds, and anyone in it or passing through it takes damage. Damage 80 for anyone standing in it a full two seconds.
<i>Rebound</i>	12	.5	20	12			(Self) Sends any offensive spell back to attacker.
<i>Sight</i>	25	-	10	8			(Self) Detects invisible creatures.
<i>Slow</i>	25	Fl	25	25			Slows creature to 50% normal speed. Range 14.
<i>Speed</i>	25	Fl	25	25			(Self) Doubles creature's speed in all actions.
<i>Teleport</i>	inst.	.5	3/sec.	0			(Self) Non-Possessed: creature jumps anywhere it wants to. Possessed: creature jumps to Lair (Imps to Dungeon Heart).
<i>Wind</i>	inst.	Fl	60	40			(Self) Blows everyone else up to 10 tiles away, for 2 seconds.
<i>Word of Power</i>	inst.	Fl	20	12			Attacks anyone within 2 tiles of the creature casting it, for about 200 damage.

Creatures

When you are selecting creatures from the Creature Panel, you can click on a number to pick up a creature of that type. If you click on a creature icon, you'll pick up the creature with the highest experience level. If you hold **[Shift]** while you click on a creature icon, you'll pick up the creature with the *lowest* experience level. This can sometimes be useful in keeping your creatures sorted in different locations.

Bile Demons

You have to compromise with your Bile Demons. You want them all to be at a high level as they make excellent defensive creatures, but at the same time you can look at them as your principal Workshop operators — they love it.

Once a Bile Demon starts producing noxious gas, her Poison Cloud is toxic to your own eager warriors. Keep them separate in a fight, unless you have creatures that are immune to gas. (However, once she reaches the 4th level, her Fart only affects enemies.) Note that there's little point in attacking a Wizard with Bile Demons — gas cannot harm him.

Dark Mistresses

You know that these ladies of leather love a bit of leathering. They won't give your dungeon a second glance if you don't have a standard Torture Chamber, and it's not the thrill of watching that they're after either.

Dark Mistresses are more use than keeping your Torture Chamber in tip-top condition, though. They are great shock troops who seem to sniff out a fight beyond what most of your minions can see. If you note a Dark Mistress running somewhere other than toward the Pain Palace, keep an eye on her and see who she's going to gut. She can sense a fight even at the far end of the realm, and can never resist piling on.

Dragons

If you've got Dragons, they should lead your attack, always. They are slow and purposeful, yet graceful with bad breath.

Flies

Flies are underestimated little creatures. They are cheap, they are easy to please, and they are *curious*.

Once you have a Fly, it'll buzz around and see just how far it can go before it gets swatted. This is a good thing if there are unaligned creatures nearby, because it will spread the word about how glorious your rule is, how spacious your dungeon, how putrid the meat. If an unaligned creature runs into one of your Flies, it has a good chance of converting to your cause.

They also don't set off traps, they just buzz right over them. Possess a fly and do some exploring on your own. Since their only drawback is that they will attack anything, no matter how big or deadly, it's better if you take control and explore a bit more prudently.

Hellhounds

"Hell Hound." Has a nice ring, doesn't it? Makes you think of a loyal servant of darkness, curled up at your feet, happily chewing on the throats of innocent children he herded into the darkness. Don't get attached to the pooch, though, because he has a very short life expectancy. He can hear an enemy through solid rock, and will get very agitated if he can't get at it. So if you watch him, you'll know exactly where the enemies are closing in. That alone makes him worth his chickens.

On the other hand, if he can get to the enemy, odds are he'll get there before anyone else, and get pounded into puppy paste. It's hard to keep up your Hellhound population.

Horned Reapers

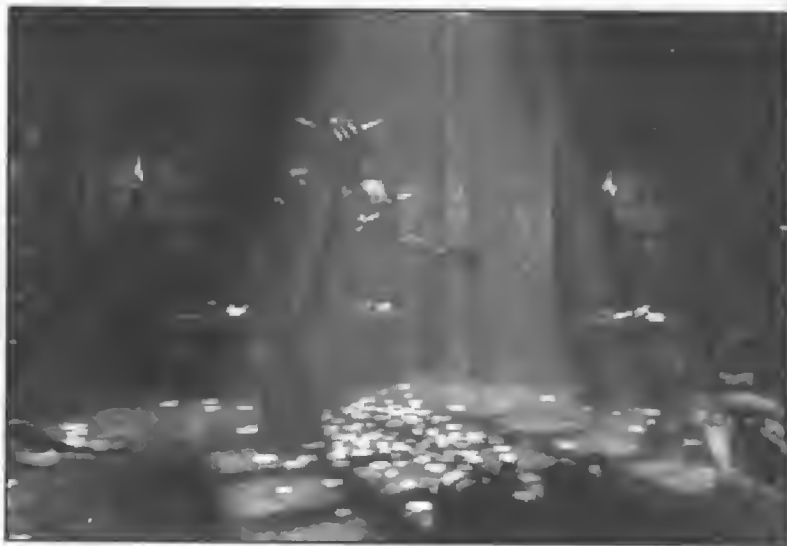
Horned Reapers are useful in a fight, and a problem the rest of the time. There are two ways to deal with this:

Make a private suite for your Horned Reaper. Give her an interconnected Lair, Hatchery and Training Room, and separate her area from the rest with a locked door. Pull her out when you need a psychotic fighter, and pop her back in immediately afterwards.

OR

Make the appropriate sacrifice in your temple, summon a Horned Reaper, use her until she goes crazy, and then slap her to death.

Unless you plan to kill her, don't slap Horned Reapers unless you want to lose your dungeon, the realm, and your sterling reputation.



Imps

Slap them as often as you see them. They work constantly, but they won't work quickly unless they feel the back of your hand.

You want lots of Imps. You need armies of Imps. If you stay with a modest three or four Imps, your enemy is going to use your vitreous humor for face cream. You want as many as you can afford, no less than eight. Thirteen is a happy little crowd to have carving out your new empire.

There may come a time in your reign of depravity when you cannot recruit enough creatures, but you have more money than you can spend. If you have a Graveyard, it only makes sense to start slapping your bald little diggers to death. Their fellow Imps will drag the corpses to the Graveyard, and eventually you'll start getting a few Vampires. It's a good trade-off, a handful of scurrying little minions for one of the vilest of the undead.

Sometimes it's to your benefit to let Imps do what Imps do best. Cast a bit of Protect Creature and a whole lot of Conceal Creature on an Imp, and have it start claiming territory in your name all through the enemy dungeon. That's handy, since any territory that belongs to you is a place where you can drop your troops. Of course, Imps can't abide the sound of fighting and bloodshed, so you might have to keep a short leash on the little slave, but if you can get to an enemy's Treasure Room, Library or the area around the Dungeon Heart itself, you're on your way to the Evil Laugh as Your Enemy Screams Out Her Last Curse.

You know that Imps do best with a bit of training under their belts. If you don't think time is essential, pop them in a training room until they hit 3rd or 5th level.

See **Imp Economics**, pp. 102-103, for more about buying Imps.

Orcs

A valuable creature to carry over from realm to realm (if you get the appropriate Special) is the 10th-level Orc. Why? because he can fight with the best of them, is relatively cheap to maintain and will develop traps and doors like billio if given a large Workshop.

At lower levels, Orcs are easy to attract, and the necessary Barracks Room is cheap to build per tile. They also train quickly if encouraged.

Spiders

Once Spiders reach 4th level and acquire Freeze, they become tactically very useful. For example, you might start a battle by dropping three high level Dragons onto the enemy army. Let the dragons start to carve their way through the enemy force. As the enemy get down to about half strength, throw in a few 5th-level Spiders and pull out your Dragons. The Spiders, especially if you've hit them with Speed Creature, will freeze and neutralise most of the remaining enemies and then set about the rest who are still fighting. At this point, bring in a 'clear-up' squad of creatures with ranged attacks — Warlocks, Dark Mistresses, Vampires, Bile Demons, and so forth, all with Conceal Creature and Speed Creature.

By this time, the Dragons who started the fight may well have researched the next item!

Tentacles

Tentacles arrive a little later at the party, but other than that, they can be used in much the same way as Spiders. They acquire Freeze at 5th level, rather than 4th.

Thieves

If you grab a Thief, train him up. (See the Empty Room trick in **Doors**, p. 131.)

Thieves turn into Knights because they've learned the error of their ways. Dark Thieves turn into Black Knights so they can teach everyone else the errors of *their* ways.

Vampires

All right. Vampires are undead, and when they attain a mid or high experience level, if they get killed, they'll just resurrect.

However, the real scoop on Vampires is that they come from your own Graveyard. In other words, you don't have to recruit from a limited labor pool above ground. There are a couple of freelancers out there, yes, but you can make your own, too. And, if you put a Vampire in a Scavenger Room, you're more likely to have recruits from every race and kind.

Warlocks

Warlocks (also known as Sorcerers) are attracted to Libraries. They like to research and they like to train. You should like them to train, too, since they are the first creature available to your dungeon that can attack from a distance. In other words, when the heroes come in with Archers, your best counter is with your Warlocks. Similarly, if you see the enemy across a river of lava, Warlocks might be able to trim them down even before you have enough technology to build a bridge.

It is a matter of personal preference whether you want to stuff your purple-robed occultists into the Library to get a head start on the research, or if you want to train them up a level or two, to make them better researchers *and* more useful in a pitched battle. Advice? How long can you keep the enemy at bay? If you can hold off invaders by walling yourself in with a nice steady source of gold, you might as well devote some time to training. If you expect to be harried within moments, put them in the Library and keep slapping them until they fork over with the technology.

It's not a secret that Warlocks and Vampires are very jealous of each other. If they are powerful enough one will try to destroy the other, and that's very disruptive to the daily flow of a smoothly running Empire of Evil. All their fellow minions tend to get toasted or perforated or very, very annoyed.

Imp Economics

Imps are bought, not made. You can't recruit them or make them — you can only buy them. And each one is more expensive than the last. Assuming you have none to begin with, your first Imp costs 150 gold pieces. The second costs 300, the third costs 450, and so forth. That twentieth Imp will run 3000 gold pieces. What's a frugal Dungeon Keeper to do?

Consider sacrificing short-term gain for long-term profitability. Each Imp you sacrifice saves you 150 gold off the cost of every subsequent Imp (minimum cost per Imp, 150 gold). Is this worthwhile? Depends on your current status, cash flow and projected needs. Let's consider the comparative analysis on the next page.

If you check the final total in each column, you'll see that the Aggressive Sacrifice plan (Plan C) is significantly more cost-effective than the Moderate Sacrifice plan (Plan B), which is itself somewhat more efficient than Plan A (No Sacrifice).

Of course, in most realms, you start with at least a couple Imps, but this relative cost-effectiveness holds true whether you start with 1 Imp, or 100.

There are two possible downsides to an Aggressive Sacrifice strategy. One, while the long-term payoff is significant, there is a short-term sacrifice — the productivity of Imps that you've already acquired and are sacrificing. If those Imps' output is crucial to short-term survival, boss 'em, don't toss 'em. On the other hand, if you can live without them for a short while, especially if you have ready cash to replace them quickly, go for it.

The other scenario in which Aggressive Sacrifice does not result in a net gain is when you'll need (or can afford) only one or two more Imps. Note that the total cost in Plan C after the third Imp is purchased is 1350 gold pieces, the total after 4 Imps is 1950. Without making any sacrifices to that point (as in Plans A and B), three Imps cost 900 gold pieces; 4 Imps cost 1500. If all you need is three or four Imps, don't sacrifice any unless you toss the first one you get.

One final note — if you're going to sacrifice, do it as early as possible. The sooner you make that sacrifice, the sooner you'll start accruing the

benefits: a savings of 150 gold per sacrifice (remembering that the minimum cost per Imp is 150 gold).

		Plan A No Sacrifice			Plan B Moderate Sacrifice			Plan C Aggressive Sacrifice		
Action	Plans	Action	Total	Current	Action	Total	Current	Action	Total	Current
Sequence	Acting	Cost	Cost	Imps	Cost	Cost	Imps	Cost	Cost	Imps
Buy Imp	ABC	150	150	1	150	150	1	150	150	1
Buy Imp	ABC	300	450	2	300	450	2	300	450	2
Sac. Imp	C									1
Sac. Imp	C									0
Buy Imp	ABC	450	900	3	450	900	3	150	600	1
Buy Imp	ABC	600	1,500	4	600	1,500	4	300	900	2
Buy Imp	ABC	750	2,250	5	750	2,250	5	450	1,350	3
Buy Imp	ABC	900	3,150	6	900	3,150	6	600	1,950	4
Sac. Imp	BC						5			3
Sac. Imp	BC						4			2
Buy Imp	ABC	1,050	4,200	7	450	3,600	5	150	2,100	3
Buy Imp	ABC	1,200	5,400	8	600	4,200	6	150	2,250	4
Buy Imp	ABC	1,350	6,750	9	750	4,950	7	150	2,400	5
Buy Imp	ABC	1,500	8,250	10	900	5,850	8	300	2,700	6
Buy Imp	ABC	1,650	9,900	11	1,050	6,900	9	450	3,150	7
Buy Imp	ABC	1,800	11,700	12	1,200	8,100	10	600	3,750	8
Buy Imp	BC				1,350	9,450	11	750	4,500	9
Buy Imp	BC				1,500	10,950	12	900	5,400	10
Buy Imp	C							1,050	6,450	11
Buy Imp	C							1,200	7,650	12

In Plan A, you buy 12 Imps without making any sacrifices.

In Plan B, you buy 6 Imps, sacrifice a couple, then buy 8 more (also resulting in 12 Imps).

In Plan C, you buy 2 Imps, sacrifice them both, buy 4 more, sacrifice 2 of those, then buy 10 more (resulting in 12 Imps, once more).

Gaining Experience and Levels

At its core, success is measured in conquest. Therefore, the only way for creatures to become more experienced and more powerful is through combat. That's hand-to-hand combat — scythe to shield, claw to carapace — standing back at a safe distance and tossing in the occasional fireball just doesn't count (but pretend fighting, in a Training Room, *does* count — go figure).

Combat Experience. Each hit a creature scores in melee combat adds to that creature's total experience. How much it adds depends on its target — the stronger and more experienced the opponent, the greater the added experience. Hitting a 1st-level Beetle adds 2 experience points (EPs). Hitting a 5th-level Hellhound adds 19 EPs. Hitting a 10th-level Horned Reaper adds 70 EPs.

Training Experience. Training also adds experience, more slowly but also more safely. Each creature has a specific training rate and cost. The reports list how long it takes each creature to gain 1000 EPs in a Training Room, and how much it costs. Training for some creatures is more cost-effective than for others — a Skeleton only takes 14 seconds to gain 1000 EPs, at a cost of 78 Gold. A Horned Reaper takes almost a minute, at a cost of 2300 Gold. Of course, a Horned Reaper has more to show for it — she hurts you worse when she hits you, and that hurt just keeps getting worse with each level of experience she gains.

As with most other time-based elements, the training figures are guidelines, not absolutes. A creature can train for two seconds, or two hundred seconds, and will gain appropriate experience in both cases — it is not necessary for a Skeleton to train in precise 14-second increments, or for a Horned Reaper to train in precise 56-second increments. Seven seconds of Skeleton training adds 500 EPs (costing about 40 Gold), and 90 seconds of Horned Reaper training adds 1500 EPs (costing about 3500 Gold).

For those creatures who gain much more experience in combat than in training (the Horned Reaper is the most extreme instance, but the Spider and Ghost are right up there, among others), there's a workaround. You can create a small prison, dropping your creatures who need training there rather than the Training Room. Then supply them with continuous cannon fodder, captured enemies they can beat up on with little possible downside. They gain experience, and it doesn't cost any additional gold (like standard training would).

Experience/Levels Chart

All creatures (with a couple of exceptions) gain levels at the same rate of experience:

Level	Experience (EPs) Required	Exceptions
1st	Automatic	
1st to 2nd	1000	Imp: 2500
2nd to 3rd	3500	
3rd to 4th	5000	Vampire: 6500
4th to 5th	6500	12,000
5th to 6th	8500	17,000
6th to 7th	10,500	25,000
7th to 8th	13,000	40,000
8th to 9th	16,000	50,000
9th to 10th	20,000	60,000
Metamorph	20,000	Demon Spawn becomes 4th-level Dragon Thief becomes 3rd-level Knight

Sleep Experience. A few creatures have a dream-life so active that they can even gain experience while sleeping. The Dragon and Tentacle can actually gain more experience while sleeping than while training, if their Lairs are adjacent to lava and water (respectively). The Warlock also gains sleep experience if his Lair is adjacent to unmined gold, although not as much as while training.

On the very positive side, sleep doesn't cost anything! Other than each creature's normal wage, of course. Note that a Warlock jumps to 4th level after sleeping for eight minutes, doubling his research output. On the other hand, he then must work for another eight minutes to make up for lost time, so if you'll have established your dominion in less than 15 minutes, it's not worth the effort.

Rooms

Room	Cost/ tile	Health Points	Capacity (per tile)	Attracted Creatures (min. size)
<i>Barracks</i>	125	350		Orc (1)
<i>Bridge</i>	30	100		
<i>Dungeon Heart</i>	-	30,000		
<i>Graveyard</i>	300	350	1 dead creature	Vampire (30+)
<i>Guard Post</i>	50	5,000	1 creature	
<i>Hatchery</i>	125	350		Spider (9) Bile Demon (25+)
<i>Lair</i>	100	200	1 creature	Beetle (1) Vampire (9) Spider (9) Tentacle (9) Dragon (15) Bile Demon (25)
<i>Library</i>	200	320	1 creature or spell	Warlock (9+)
<i>Portal</i>	-	4,000		
<i>Prison</i>	225	600	1 creature	Skeleton (1)
<i>Scavenger Room</i>	750	1,000	1 creature	Hellhound (9+)
<i>Temple</i>	350	1,000	1 creature	Horned Reaper (9) Tentacle (9)
<i>Torture Chamber</i>	350	1,000	1 creature	Dark Mistress (9+) Ghost (1+)
<i>Training Room</i>	150	1,250	1 creature	Demon Spawn (1) Orc (9+) Skeleton (9)
<i>Treasure Room</i>	50	100	2250 gold	Demon Spawn (1) Dragon (25+)
<i>Workshop</i>	200	900	1 creature or object	Troll (1+)

Attracted Creatures (min. size). The room can attract creatures of this type, assuming any such creatures are available in the realm (check individual realm descriptions). In some cases, the room must be a certain minimum size. If so, that number is given in parentheses. When a larger room is likelier to succeed, a "+" is given after the minimum number.

Room Efficiency

Two rooms can have the same number of tiles and one produce up to ten times as much as the other. Why? One word — Efficiency.

There are two factors that affect a room's efficiency: Walls and Shape. Put simply, the more reinforced walls (or doors) a room has, the more efficient it is. And the closer to a square its shape is, the more efficient it is. A tile surrounded by other tiles of the same kind, and enclosed within reinforced walls, operates at the highest possible efficiency.

The most efficient room operates at 100% productivity. In other words, researchers can research without hindrance in a 100% efficient Library, manufacturers can manufacture without hindrance in a 100% efficient Workshop, torturers can torture without hindrance in a 100% efficient Torture Chamber.

No room design is so efficient that it actually raises creatures' output *above* the values listed in the rest of this guide.

The least efficient room (say, a strip of tiles, without any reinforced walls) cuts a room's productivity down to as little as 10%.

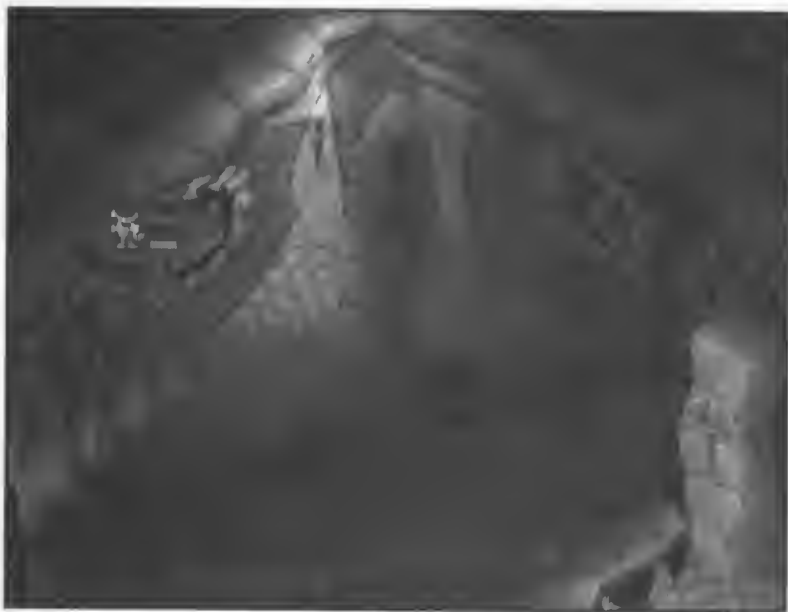
One additional note. Any room can be any size, but there are a few practical minimums. For example, you can have a one-tile Torture Chamber, but without room for a table, it's not much use. Similarly, a Training Room must have enough room for practice equipment, and a Library should have room for at least a single bookshelf.

Barracks

The whole purpose of a Barracks is to Group creatures into strike forces. You toss a healthy number of your beefiest goons in there, Possess one, and then march out against any who dare oppose your wanton will.

Even if you don't Possess one, they will view the creature with the highest experience as the "leader," and follow it wherever it goes. That saves you a bit of time, since you can grab the leader and drop it somewhere, and they'll all follow as fast as they can. It's always so soothing to watch mindless loyalty in action, don't you think?

A Horned Reaper, by the way, won't play army with anyone, even if she gets to be boss.



Bridge

Ah, Bridges. Such compelling reasons to build them, such annoying drawbacks to using them.

No one drowns in a dungeon. Sometimes the water gets a foot deep in places, but even your Beetles can wade across the puddles they might encounter. Don't be discouraged if you build a Bridge and your creatures don't even have the gratitude to walk across it. They're used to the harsh realities of life, and can take getting their feet a little wet.

Lava, on the other hand, is too harsh a reality for any but the toughest-toed creatures. Dragons, Demon Spawn, Hellhounds and Horned Reapers can wade through molten rock without slowing down, but anyone else who walks through the stuff comes away more than a little scorched. Put a Bridge over lava, and it gets used.

What Bridges do most often is that they link your claimed territory with land that you couldn't influence otherwise. Build a Bridge from your dungeon to a dirt path, and suddenly your Imps are busy claiming territory where they couldn't before.

The other, less obvious use is for claiming Surprise Boxes. If there's a Surprise Box hovering over water, you won't be able to open it without claiming the area beneath. You can't claim water, so you'll have to build a Bridge out below it. Then you can grab the goodies and go.



Dungeon Heart

If we said everything there is to be said about your Dungeon Heart, we could write a book. In fact, we have — since the ultimate goal of every realm is to protect your own Heart, and conquer the enemy's, everything in this guide points toward that purpose.



However, we'll add a couple of specific notes here. First, your Heart is very strong — 30,000 health points, to be exact. It can take quite a licking and keep on ticking. However, it won't bear up under attack forever, and it heals pretty slowly — just over 1000 points a minute. Among your creatures, only the Tentacle heals that slowly, and the Dark Mistress heals almost ten times as quickly (speaking of taking a licking ...). The conclusion? Your Heart can shrug off minor damage, so don't panic if an enemy Beetle stumbles by. However, a minor incursion can escalate to a major

assault in seconds, so don't delay in squashing that bug and closing off whatever path it took to reach your Heart.

On the flip side, it's good to note which of your minions are particularly eager to drive a stake through the enemy Heart. The Dark Mistress, Skeleton, Troll and Vampire are all on the ball enough to recognize the significance of an enemy Heart, and will attack it on sight — other creatures are more likely to be distracted along the way.

Graveyard

Graveyards are marvelous centers of recycling. Your Imps will drag any bodies that they find lying around, regardless of whether they were originally employed by you, another Master of Darkness, or one of the hopeless spreaders of Right and Virtue.

Only a fool ignores an opportunity to place a Graveyard in a dungeon. For one thing, your creatures tend to get annoyed if they have to step over the dead bodies of their comrades. For another, the more bodies you accumulate, the more Vampires you can create.

Build your Graveyard as close to the enemy camp as is convenient. It means that your Imps will spend less time schlepping the carcasses back to the dank and dismal homestead. And don't worry about its size or shape. Graveyards aren't affected by considerations of Efficiency — bodies decompose at their own sweet rate, regardless. (Hellhounds, however, can hasten the process of decomposition, which otherwise takes about two minutes.)



Guard Post

Nearly every dungeon will have its weak areas. Develop a discriminating eye, and when you hear yourself think “now there’s a weak area in my dungeon,” put down a Guard Post and drop a couple of your

strongest long-range fighters on it. Once you’ve given them the idea that Guard Post duty is now part of their daily routine, remove all but one and put them back to work wherever else they were toiling. What you want is a steady stream of serious warriors going on guard duty. If you only drop one, the Post will be abandoned during dinner hours, nap time, training sessions, etc.

Boulders are particularly effective against enemy posts. If a Boulder trap strikes a Guard Post, the post is completely destroyed.



Hatchery

Chickens are not only meals, they're treats. They are nourishment, they are rewards, they are encouragement.

Pick up a handful of chickens and take a little tour around your dungeon. Drop a chicken on a training fighter to keep its health up and to avoid it breaking for lunch. You'll be amazed at how much quicker it graduates to the next experience level. Drop them on creatures in the Torture Chamber to increase their life expectancy. Hand a couple to the students diligently studying in the Library, and their research time will shorten as they keep their pointy noses to the grindstone.



Feeding the Masses

If you're running short of chickens, you might make sure that the important creatures get fed. A Beetle can miss a meal or two and no one would be the wiser, but you really don't want your 10th-level Warlocks passing out from hunger. You can decide who gets fed by collecting several chickens and dropping them, chicken by chicken, on the favored few. If necessary, lock the door on the Hatchery so no one can get in while you're out delivering door-to-door meals.

In fact, Hand feeding can serve multiple purposes. Creatures you feed by Hand don't leave whatever they're doing to track down a Hatchery the next time they're scheduled for a meal. And personally feeding just one chicken to a creature satisfies it, even when it normally eats two, or three, or even six chickens. How dumb does a creature have to be to work for you?

The downside is that you can stay pretty busy, just feeding your minions. If you've got something better to do, do it. But Hand feeding is sometimes the best thing you can be doing.

Lair

Now there are tricks to building a smoothly functioning dungeon, and one of them is to build two Lairs at the very start. There are some creatures that just can't stand to share a Lair, and either you accommodate these petty differences, or you wind up losing valuable creatures to friendly fire.

Lair enemies include Bile Demons and Skeletons, Spiders and Flies, Hellhounds and Demon Spawn, Warlocks and Vampires, and Dark Mistresses and Samurai.

Let's use Spiders and Flies as an example. Once a Fly has picked one of your Lairs to set up house in, the other Flies will choose the same room. Meanwhile, Spiders will avoid spinning their webs in the Flies' Lair if they can avoid it. They are both fairly reasonable about respecting each others' right to sleep, as long as they don't have to live with it.



On the other hand, sometimes you won't have time to build two Lairs before some personality conflicts arise. In that case, first make another Lair as soon as reasonably possible. Then pick up *all* of one type of creature and drop them in the new Lair. If you get all of them, they'll pack up and move their nests to the new Lair. If you only move a couple, they'll just go back to their original Lair when they get tired.

Remember, the more lands you conquer, the more creatures you're going to need to accommodate, thus the more Lair space you'll need. All creatures require at least one tile, but Giants and Bile Demons require two tiles each, and Dragons require four tiles each.

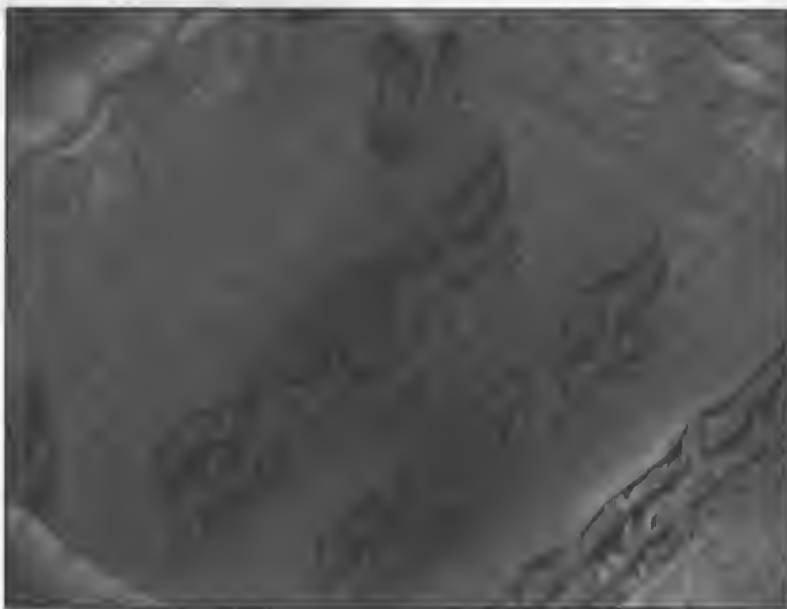
Library

The Library is one of your single most important rooms. Make a note to build one as soon as possible — even before you build a Hatchery, or even a Lair. Warlocks are attracted to Libraries, and they are your best early resources.

Remember that other creatures can also research, not just Warlocks. If the Warlocks don't think their companions are serious about their work, however, the Warlocks will get angry.

Whatever you do, don't sell off your Library, no matter how seriously you need the money. You'll delete your spells and room schematics (which are all stored in the Library), and that means an extended period of weakness, and time lost in duplicated research. Also, don't assume you'll delete the most recently discovered spell if you start selling Library tiles ... there's no telling which spell will be lost.

To that end, you need to build your Libraries in a safe place. If someone claims your Library, you also lose your spells. If you think you know what direction your enemy lies, build your Libraries in the other direction.



Research Order and Cost

The following table lists the research order and cost for every Dungeon Keeper spell and room in the game. Research is always conducted in this order — you cannot alter it. However, if you start a realm with a room or spell, you won't spend research time on it — you skip to the next unresearched item.

Spells	Rooms	Cost to Research the Spell or Room (in Research Points)
<i>Keeper's Hand</i>		Automatic
<i>Possess</i>		Automatic
<i>Slap</i>		Automatic
	<i>Dungeon Heart</i>	Automatic
<i>Create Imp</i>		1K
	<i>Treasure Room</i>	1K
	<i>Hatchery</i>	1K
	<i>Lair</i>	1K
	<i>Library</i>	1K
	<i>Training Room</i>	1K
<i>Sight</i>		3.8K
	<i>Bridge</i>	4.6K
<i>Speed</i>		5.7K
<i>Must Obey</i>		6K
	<i>Guard Post</i>	6.7K
<i>Call to Arms</i>		7.4K
	<i>Workshop</i>	9K
<i>Invisibility</i>		9.4K
	<i>Barracks</i>	12K
<i>Hold Audience</i>		11K
	<i>Prison</i>	20K
<i>Cave In</i>		25K
	<i>Torture Chamber</i>	20K
<i>Heal</i>		14K
	<i>Temple</i>	25K
<i>Lightning</i>		15K
	<i>Graveyard</i>	25K
<i>Protect</i>		15K
	<i>Scavenger Room</i>	27.5K
<i>Chicken</i>		20K
<i>Disease</i>		20K
<i>Armageddon</i>		100K
<i>Destroy Walls</i>		750K

Portal

Your very first priority is to grab the nearest Portal. That's right, claim the Portal even before you build a Lair or a Hatchery. There are some creatures who aren't particularly picky about their dungeons, and will join up just for the novelty. Flies in particular are easy acquisitions, and they are good entry-level employees since they buzz around and acquire as much information about the new area as they can.

If you think you can grab another entrance before an enemy claims it, give it a try. That means more for you, and potentially eliminates your enemy before he can even start. Even if you don't have anything more than a Fly in your dungeon, that's still one more creature than the other side has, and you can try to overwhelm your opponent with sheer Imp-power.

Similarly, if you can claim an enemy's entrance, do it. There's nothing more annoying than *almost* destroying the other Keeper, only to have reinforcements drop in from nowhere in the eleventh hour.



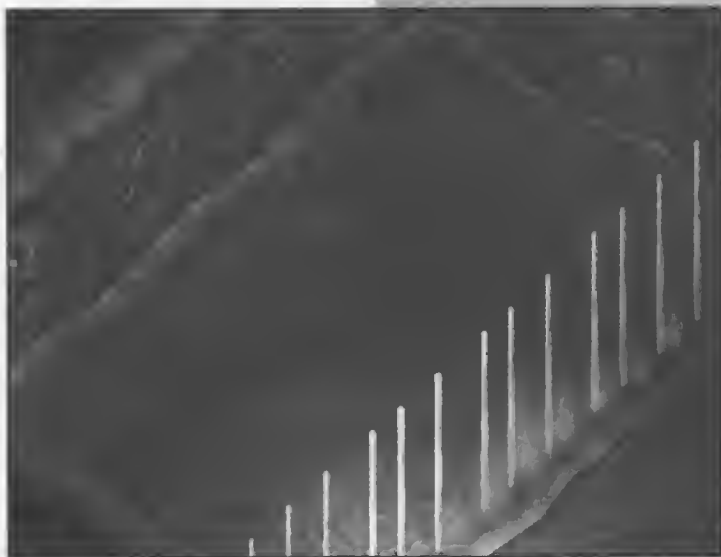
Prison

Prisons are surprisingly multi-purpose rooms. Their most obvious use is as a lockup to imprison your crushed and defeated enemies. Once you have a Prison, you can command your creatures to club their opponents into unconsciousness. (Select "Imprison" under Creature Tendencies on the Information Panel.) Once an enemy has been subdued, your Imps will drag it to the Prison, and there it must wait, trembling in fear of the twisted quirks of your will. If you just leave it there, it eventually dies. All heroes, and any humanoid creatures, become Skeletons when they die in prison.

It is often best to imprison your angry employees until there is a good fight. Nothing turns a bad mood around like eviscerating someone who desperately needs it. Afterwards, if your creature is still angry, incarcerate it again.

Similarly, Prison is a way of preventing an outbreak of plague when you find one of your creatures has become diseased. The longer they stay free, the more creatures they infect. It's usually better to Heal them, or pop them in the Temple, but if you cannot do that, it's imperative to keep them separate. Pop any moldering, bug-ridden creatures in the lockup, until you have something better to do with them.

Remember, locked doors can be knocked out. Prisons are built to last longer against an onslaught, but it's possible for creatures to force their way out. With that in mind, it's best to have only one corridor leading to the Prison, and mine it with traps. Another tactic is to place your Prison next door to the Training Room or Lair, so that there are always creatures nearby to pound escapees into the dirt before they get too far.



Scavenger Room

These are powerful tools in the race to acquire the most personnel. With a creature in your Scavenger Room, there is a higher chance of gaining more of that type of monster. With enough creatures, you achieve the ability to convince your enemy's creatures to defect. In other words, one creature in the Scavenger Room is good, but more is better. See **Recruitment**, next page, for more details.



The risk is always run, of course, that the other despicable forces of evil will dare to steal away your own inhuman resources. Your proper response is to thoroughly degrade the enemy before his utter destruction, but first you must stop the brain drain. Do this by dropping the creature who is being scavenged into your Temple. For example, if a Bile Demon is being scavenged, put a Bile Demon in the Temple. Better yet, put three. If the danger seems to have passed, you can try taking one and then another one out, and seeing if the recruitment attempt reoccurs. The odds of the

enemy suddenly changing his mind and deciding not to lure your Bile Demons away, once the process has begun, is slim. You should take care to keep one in the Temple at all times.

Vampires have very strong hypnotic abilities, and are good all-purpose scavengers. A Vampire or two in your Scavenger Room heightens your overall creature recruitment.

Recruitment

Creatures can only recruit others of their kind. Beetles can only recruit Beetles, and Hellhounds can only recruit Hellhounds. Vampires are the exception — if a Vampire is in the Scavenger Room, and is unopposed by enemy Vampires, it can significantly decrease the time and expense of recruiting any creature.

Note that some creatures can't recruit or be recruited, including Imps, Knights and the Avatar, his high-and-mighty self. (Where would the Avatar find another Avatar? Why would anyone want him to?) Also, note that recruitment will succeed only if the appropriate creature is available. Check the notes for the realm, and don't waste time (and gold) attempting to recruit a Bile Demon if there are no more Bile Demons to be had.

Enemy Keepers can (and will) sacrifice, torture and starve helpless victims just to get special creatures. When you've done the same thing, you might then consider recruiting their kin among the enemy.

The numbers listed on Ear to the Wall's comparative analysis (p. 36), and in the individual reports, assume a single 1st, 5th or 10th-level creature is trying to recruit more of its kind. Results are cumulative, so two 1st-level creatures will succeed in half the time that is listed for a single recruiter. For example, a 1st-level Dark Mistress takes 6 minutes to recruit another Dark Mistress. Two 1st-level Dark Mistresses would only take 3 minutes. A 5th-level Dark Mistress takes about 2-and-a-half minutes for the same task. If aided by a 1st-level Dark Mistress, her time is reduced to about 2 minutes.

Recruiting higher level creatures takes longer. Figure that the time and cost double every three levels — recruiting a 4th-level creature takes twice as long and costs twice as much as recruiting a 1st-level creature; recruiting a 7th-level creature takes three times the time and gold; and recruiting a 10th-level creature takes four times the time and gold.

Other factors complicate it further. Vampires, as mentioned above, make the whole thing quicker and cheaper. An inefficient Scavenger Room makes it all longer and more expensive. And creatures in their Temple can stymie the whole process — every enemy in a Temple protects not only itself, but also two more of its kind. (See **Temple**, next page.)

The bottom line? Recruitment (or scavenging, or headhunting — whatever you want to call it) is a high risk/high reward investment. It often fails, but success can fatally cripple an enemy Keeper.

Temple

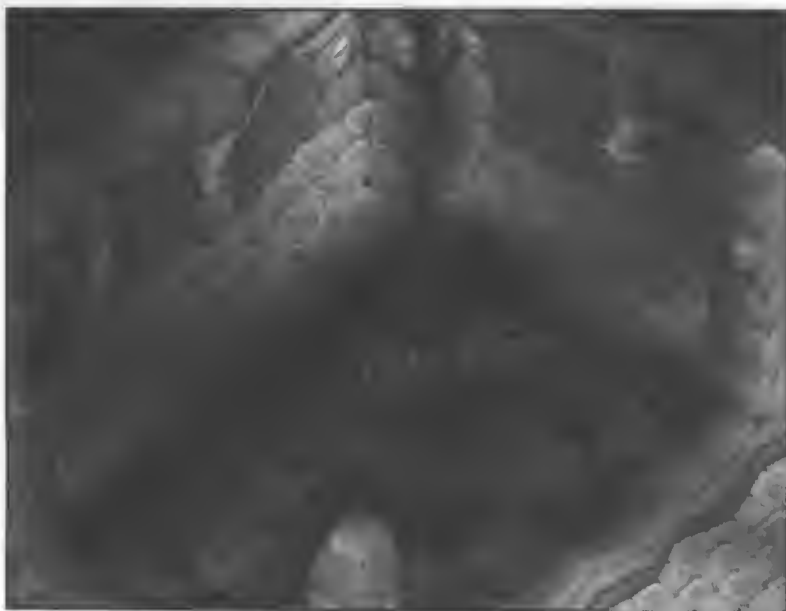
There are certain combinations of sacrifices that you can make into your Temple pool. Most of them will have no effect, and some will reap great rewards. See **Sacrifices** (next page) for full details.

The Temple also heals and protects — wouldn't be much of a Temple otherwise, would it? Diseased or Chickened creatures are cured when they enter their Temple.

No creature can be recruited to the Other Side while in a Temple. In fact, two of that creature's allied kin are also protected while it's in the Temple. Level doesn't matter. What this means in practical terms is that if you've invested in a couple of high-level Warlocks (for example), it would behoove you to mix up another one (dropping a Spider and a Fly into the pool will do the trick), and leave that one in the Temple. While he's there, your other two Warlocks are protected from recruitment.

Once a creature leaves the Temple, it's still protected for another couple of minutes. Unfortunately, its two kin are no longer protected.

And by the way, the Temple pool is not a wishing well.



Sacrifices

Sacrifices can be made at a Temple any time you want. Various sacrifices produce various results. Many produce no result at all; the result of others can actually hurt you. It doesn't matter in which order you offer up creatures, or whether other sacrifices have been made in the meantime; when all creatures necessary for a specific result have been offered, you get results. Guaranteed.

Sacrifices with generally good results

Sacrifice			Result
<i>Imp</i>			Each Imp sacrificed in a realm will reduce the cost of buying subsequent Imps while in that realm. See Imp Economics , pp. 102-103.
<i>Fly</i>	<i>Spider</i>		Warlock appears
<i>Fly</i>	<i>Fly</i>		Current research is immediately completed
<i>Beetle</i>	<i>Beetle</i>		Current manufacturing project is immediately completed
<i>Beetle</i>	<i>Spider</i>		Dark Mistress appears
<i>Spider</i>	<i>Spider</i>	<i>Spider</i>	Bile Demon appears
<i>Dark Mistress</i>	<i>Bile Demon</i>	<i>Troll</i>	Horned Reaper appears

Sacrifices with generally bad results

(Bad for you, that is. The result is always bad for the sacrifice.)

Sacrifice		Result
Horned Reaper		All your creatures become angry
Bile Demon	Bile Demon	All your creatures are Chickened
Ghost		All your real chickens are killed
Vampire		All your creatures become diseased

Torture Chamber

The Torture Chamber is as vital to a dungeon as sharpened teeth are to an evil grin. Most obvious is that it makes your workplace attractive to Dark Mistresses. Dark Mistresses are a resource that every Dungeon Keeper should cultivate. Make sure she can spend some quality time in the Torture Chamber, but that she also lets your captives get their own, fair turn.



You can place enemy Imps, or other captured creatures, in it. Sometimes they break, and describe parts of the layout of your opponent's dungeon. And sometimes they die screaming, transforming into Ghosts that are obedient to your nefarious purposes. Either way, you win.

You can put your own creatures into the chamber as a work incentive program. It certainly makes its kindred creatures work faster — 25% faster — and for half pay and less visible annoyance, but if it expires on the table, all its ilk will become annoyed.

It's better to play nice and swap it out before it is tormented to death.

A few more notes about torture:

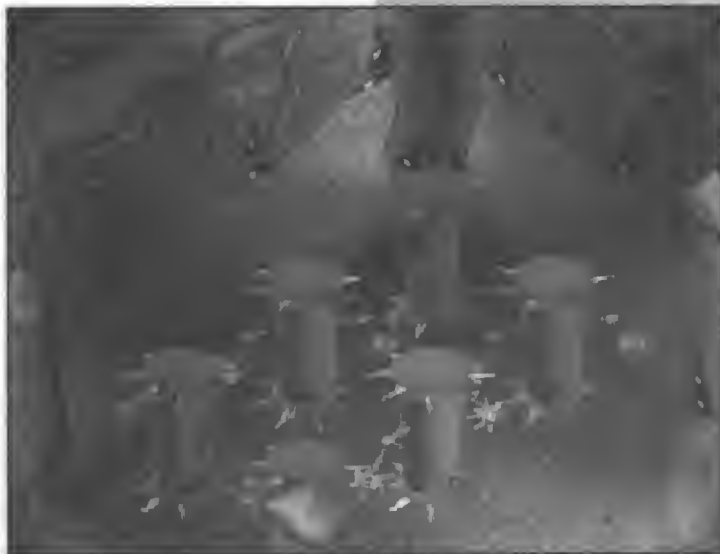
- The Keeper's Must Obey spell suspends the accumulation of annoyance for the duration of the spell.
- Torturing a creature past its torture threshold cuts the accumulation of annoyance for all of that creature's kind while the torture continues. (Of course, the tortured creature itself is usually getting pretty steamed.)
- You can take a good thing too far. Torturing a creature to death adds a one-time annoyance spike measured at about 5 annoyance points to all of its surviving kind.

Training Room

Training is always a good idea for your basic fighter types, and is often beneficial for the rest of your creatures — but you've got to weigh all the factors. For instance, it is sometimes better to have some or all of your Warlocks work in the Library right off, regardless of the benefits of initial training; other times, you'll want them to gain a level or two of experience, first.

Don't forget to train up at least some of your Imps. At 3rd level they become much faster, and when they reach 10th level, they can teleport — very handy for extending the expected lifespan of such a weak little creature.

Encourage Dark Mistresses to train even more than they are inclined, if possible. These screaming harpies also develop the ability to teleport at 10th level. This is an evil function that should warm the scabby cockles of your heart, since they will use their power to teleport directly into battle whenever a Call to Arms is sounded.



Training Rooms are the preferred hangout of your fiercest fighters, so put a Training Room close to any places you feel are weak or liable to be breached. It's much more effective than a Guard Post, which may or may not have someone on duty when the invasion finally begins. Likewise, it's good to have a Training Room near a Prison, to control any breakouts.

Warlocks are obviously quality researchers, but did you know that Dragons are just as good at researching as Warlocks? It's true. And they're quicker and cheaper to train. Train them up a level or two, then drop them in the Library to work, breathing sulfur fumes on the moldering books. Vampires are even cheaper and quicker trainees (at the lower levels), and they research almost as well as Dragons and Warlocks.

Treasure Room

As nice as it is to have one large Treasure Room piled to the ceiling with gold and gems, it is really a much better system to spread the finances into several smaller counting-houses.

By building a small Treasure Room near the source of gold, you speed up your actual acquisition of fortune and wealth. If your Imps have to run across the length of your dungeon to deposit each little bag full of gold, it takes a long time to amass any capital. In fact, if the distance is far enough, it is possible to starve yourself of gold while your Imps are hard at work mining a rich supply.

In a similar light, put some little Treasure Rooms near to where your creatures are encroaching on the enemy, since the sooner they can go get their gold, the sooner they go back on duty.

Occasionally you'll find a seemingly endless supply of capital in the form of a gem mine. That's always a windfall, but don't get overexcited. If there is gold around, dig the metal stuff out first, and leave the rocks for last. Diamonds take much longer for your Imps to mine out, so you want to get that first big push of gold to pad out your pocket, and then use the gems to keep that number stable.

When you do find gems, though, build a Treasure Room around them so your Imps don't have to travel far to store it away. If you can afford it, put about eight Imps on the gems alone, and watch that one Treasure Room support every vile habit you can conceive. If you have a Gems/Treasure Room system going, you might want to grab a few handfuls from time to time to maintain the balance in any smaller Treasure Rooms nearer the fighting arena.

Despite the ominous warnings you may hear from your well-intentioned major-domo, you do not have to have a Treasure Room the second you start digging out gold, or whenever your Treasure Room is full. It's your dungeon and you can build your rooms when it pleases you. A good time to ignore the need for a new or bigger Treasure Room is when you need to dig quickly through gold to reach some goal. Just have your Imps leave the gold on the ground until later ... they can always go back and gather it up later. The best way to keep your Imps digging without carrying gold back to the Treasure Room is to put down a door in the return corridor and lock it, or just keep your Treasure Room too small.

Treasury Manipulation

First, a few numbers:

Each gold tile can be mined for 1024 pieces of gold.

Each pot of gold you find (for example, when you kill a wandering hero) can hold up to 250 gold pieces.

If you find more than one pot at a time, all but one will be full.

A 100% efficient Treasure Room tile can hold up to 2250 pieces of gold.

Anytime you pick up gold from a pile, you get

- a) all of it (if there are fewer than 100 gold pieces in the pile),
- b) 100 gold pieces (if there are between 100 and 400 pieces in the pile) or
- c) a quarter of the gold (if there are more than 400 pieces in the pile)

If a pile has far more than 400 gold pieces, and you want less than a quarter of it, you can pick up a quarter, then put it down on a tile that doesn't have any gold. Next, pick up gold from your new pile. By this time, what you've grabbed should be much closer to 100 gold pieces.

Another way to reduce what you're carrying is to find (or create) a pile with, say, 250 gold pieces. Pick up gold from it twice (reducing it to 50 pieces) possibly dropping those two handfuls of 100 gold back in your Treasure Room, then pick up the remaining gold. You've now got 50 pieces of gold in your hand.

You can develop even more elaborate sequences for cutting down on the gold you're carrying, but you start to run into the problem of how much time you're spending when you could be busy elsewhere. Very occasionally, you'll run into a situation that calls for you to be that parsimonious.



Selective Paying

And why would you want to reduce your gold in Hand, anyway? The most common reason is that you can be just as selective about paying your creatures as you are about feeding them. If you're running low on cash, you can lock your Treasure Room and parcel out the remaining gold to your select few.

As with Hand feeding, you can pay by Hand. If you personally pay a creature who is busy at its Keeper's work, it won't stop to march back to the Treasure Room the next payday. And (better still!), it will accept whatever you give it, regardless of its normal pay. Does your 4th-level Horned Reaper normally get 2000 gold each payday? Drop 50 gold in her pocket, and she'll be so pleased by the personal attention that she won't notice the missing 1950.

Workshop

If you want to survive, you're going to want a dungeon with all the amenities. Traps and doors give a dungeon that lived-in, you'll-die-here look. The only problem to keep in mind is that the Workshop's ability to create items is dependent on its size. No matter how many Warlocks you have, you'll never make a wide variety of items if your Workshop is tiny. Note that Workshop size (for figuring which doors and traps you can build) is calculated as the combined size of all Workshops.

When your Workshop manufacturers create a new item, it appears in one of your Workshops at random. The Workshop where it appears does not have to be manned. It is therefore not a bad idea to have several smaller workshops out closer to the areas where you will be laying traps, as when the traps appear in the smaller workshop outposts, your Imps will have less distance to run when they go to fetch the trap.

You can always lock your creatures in the Workshop when you need to temporarily bolster production.



Doors and Traps

First, some general advice about traps. Traps are the mark of a masterful design. A dungeon without traps is tears without sobs, a prison without bars, a Bile Demon without flatulence. Especially if you suspect your enemy to be a cunning and underhanded villain, you should always lay traps.

Doors are also a vital part of a twisted dungeon design. Everyone uses doors, of course. Even the happy, singing masses of delusional do-goodniks topside use doors. However, your doors are designed with *death* in mind. There, doesn't that make you feel better?

The problem is that traps cannot be set on floor that is designated a "room." Don't even think about it. Same with doors. If you've got a long single-tile room that's begging to have a series of doors placed down its length, you can't put a door in it. Even if it shows nothing but empty space.

Therefore, design your dungeon with traps and doors in mind. In particular, access your Dungeon Heart with corridors as long as reasonably possible — don't let it open directly into another room. Don't wrap a room around your Dungeon Heart — line it with more corridors, ready to be mined with Lightning or Word of Power traps (they don't hurt your own creatures). Your goal is to have every step be a fatal one.

Key to Tables

Min. size Workshop. The minimum number of Workshop tiles you must have in your dungeon to manufacture this item.

Mfg. pts/door; Mfg. pts./trap. How many Manufacturing points you must accumulate to build this item.

Selling value. How much gold you get for selling it.

Health points. How much damage it takes to break down this door.

Shots. How many times this trap can be triggered without replacing it.

Hurts yours? Whether this trap can damage your own creatures.

Reset time. How long the delay is before the trap can be triggered again.

Doors

	Min. size Workshop	Mfg. pts./ door	Selling value	Health points
<i>Wooden</i>	1	18K	250	400
<i>Braced</i>	17	24K	500	750
<i>Steel (Iron)</i>	26	26K	750	1500
<i>Magic</i>	37	50K	1500	3000

Doors are a vital tool to any suitably nasty dungeon. They are used for three primary purposes: slowing invaders, keeping creatures in rooms, and keeping them out of rooms.

Slowing invaders is a good basic concept, but it can be actually fiendish when combined with traps. Put a Braced door on the far side of a Lava trap, or a Poison Gas trap, and watch their lives drain away while they batter at the door. A popular tactic is to put door, trap, door, trap down a long corridor. The stronger the door, of course, the better the effect.

Doors can also be used to keep your own creatures out of places you don't want them messing around in. Just lock the door, and they cannot go through. For example, if your gold supplies were running temporarily low, a stricter budget might include putting doors on the entrances to the Training Room and locking them, then emptying the room. If your creatures don't train, you don't spend cash on training.

Sometimes it's good to lock them in. You can lock Warlocks in the Library to speed up the research (although that's an emergency tactic. They really hate working crunch hours ... who doesn't?), or keep certain minions whacking away at the old Training Room spiked ball and chains.

It's also a bit of fun to make an empty room, lock it, and then drop a creature and a lesser captive inside to fight to the death. It gives your creatures a real quality workout, and it doesn't cost you a bit of gold.

Traps

Traps	Min. size	Workshop	Mfg. Pts./trap	Shots	Effect	Hurts yours?	Reset time	Selling value
Alarm	1	18K	12		Like the Keeper's Call to Arms	-	2 minutes	250
Boulder	26	25K	1		Creates a rolling boulder	Yes	-	1000
Lava	26	20K	1		Turns tile to lava	Yes	-	750
Lightning	17	20K	8		Like the Creature's Lightning	No	7 seconds	500
Poison Gas	10	20K	5		Like the Creature's Poison Cloud	Yes	10 seconds	350
Word of Power	37	20K	3		Like the Creature's Word of Power	No	4 seconds	750

Note that imps replace a trap each time its charges expire.

Alarm

An Alarm trap, as you know, is simply a Call to Arms spell that is triggered by an enemy creature brushing against it. When it is activated, it summons your creatures, and they will come lumbering at whatever slow shuffle they are capable. This trap is lamentably unable to detect flying creatures, such as those foul, shrieking Fairies or meddling Flies from rival Keepers, but it is useful nonetheless.

For an Alarm trap to be truly useful, you must have designed your dungeon with possible enemy invasion in mind. It is always best to have a severely limited number of entrances to your dungeon, one if possible. Place Alarm traps near any entrance to your domain.

Also, place Alarm traps just outside of the doors to your Dungeon Heart. That you have strong doors protecting your Heart goes without saying.

Boulder

Boulder traps are perhaps the most gratifying devices to roll out of your workshop. There is something deliciously visceral in watching the spiked rock roll down a corridor, popping all of your enemies like overfed ticks.

It's worth the time to build a dungeon with the Boulder trap in mind. There are two basic methodologies for Boulder trap placement. One method is to put it at the end of a long corridor that opens in a place that you think the enemy is likely to find. When they enter *en masse*, the leader of the party will trigger the trap, and the whole lot of them will die in cascading fountains of arterial spray.

The other method is to put it in a complex little intersection. The first invader sets it off, and then you can play a little handball by slapping it to make it change directions.

You did know you could start it with a backhand slap, didn't you?

The only problem is that it crushes all your creatures, too. It makes a real hash out of any battles, but then you can't make a battle without crushing a few skulls.

Lava

Lava is a good basic trap, especially in an area that will receive a great deal of traffic. It does a fair amount of damage to anyone crossing it, making subsequent enemies think twice about wandering in the area, and tending to force the enemy to build Bridges. That's always a good thing, since you can usually chase his little Imp off, reclaim the Bridge, and then sell it. More work for the enemy, more money for you.

It's generally recommended that you use Lava traps in confined areas, preferably in a long series. The longer the enemy has to walk through lava, the less trouble it is to make him crumble.

Lightning

There isn't much that ails you that a good dose of sheer electricity can't cure. Lightning traps are fairly easy to make, and so are usually available from your Workshop.

In fact, until you develop the Word of Power trap, this little gizmo is the most powerful offensive trap that you can get. Put one down on each side of your Dungeon Heart. Scatter them liberally around any areas that are likely to see an invasive force. Place one on the far side of any Lava traps, so any wandering heroes are knocked back into the lava for another roasting. The possibilities are as infinite as the twisty convolutions of your sick mind.

Poison Gas

This, along with the Boulder trap, has an indiscriminate effect. If your creatures are standing nearby when it's triggered, they will share in the damage. Poison Gas traps are best used directly in front of doors, as the delay in breaking down the door will cause the invader to take more damage. In fact, two Poison Gas traps and an Iron door are a useful combination.

Word of Power

When you're looking for the top-of-the-line, state-of-the-art pylons of destruction, what you want is the Word of Power trap. It condenses a usually lethal ball of energy and releases it in one short, intense burst. None of this waste of energy the others have. One quick punch, and you'll have your enemy on his knees. Usually permanently.

Put all that you have near your favorite thing. That's your Dungeon Heart, in case you were guessing.

Exploring

The underworld is a dark and dangerous place. There have been previous empires in the ancient past, and over time the ground has crumbled, collapsed or often just dissolved into underground lakes. Some of the ancient rooms remain, and you can get ahead by getting in and taking what, or who is left behind. Some places to look are: near areas of impenetrable rock, the far corners of the realm, and anywhere else that looks odd. "Odd" would include strangely rectangular areas of gold.

If you find one trap, be doubly careful. Not only do a lot of traps continue to work after you first set them off, but there are usually more nearby. Use Bile Demons, Ghosts, Skeletons or Vampires to detonate Poison Gas traps, since they can't be hurt by the noxious fumes. Use Demon Spawn, Dragons, Hellhounds or Horned Reapers for Lava traps. If you're just exploring for the sake of knowing where things are, use a flying creature (a Fly, converted Fairy or any creature that has acquired Flight).

When exploring, only allow one narrow tunnel to branch out from your dungeon. It's much easier to defend, and you don't want your enemies coming in by a back door when you're committed to any battles at the front gate.

Building

When you acquire a new opportunity for expansion, your first job is to look around to see if there's a way to seal yourself and the best available resources off from any other claimants. To grow from a four-Imp walk-down into a powerful weapon of destruction, you'll need room to expand, a steady supply of money, and a Portal. If you can see a way of subdividing the realm, with all of those necessary ingredients on your side of the wall, dig a tunnel across the map and have your Imps fortify it. Then you can relax and train your creatures into a maddened army of professional despoilers.

Eventually your enemy can develop the Destroy Walls spell, but it will take quite a while to reach that level of technology.

If you have a weak area, find some way to quarantine it from the rest of your dungeon. Is there a pond? Dig a path around it and then fortify the walls. Is there a lava lake? Put doors in any corridors heading in that area, and place a Guard Post to look out for invaders.

Dungeons designed with efficiency in mind do quite well. Build your main work places (Training Room and Library) near your main living quarters (Lair and Hatchery). Also remember that the farther away your Treasure Room is, the longer your creatures have to walk on payday, and the less time they spend in the Library or Training Room.

Make your rooms large, or numerous. You're competing for a limited number of creatures in each realm, and the more your enemy can recruit, the fewer will be available to join your own dark army. If your Lair is larger than your enemy's, you'll be more likely to get first dibs on the creatures. If you get a Graveyard or Torture Chamber before anyone else, you'll snag the first of the Vampires or Dark Mistresses. Remember, build big and build more.

Sometimes, even empty rooms serve a purpose. Build a little room close to your Prison and put a door on it. Lock the door. Place a powerful creature in the room, and then drop in a prisoner. They will automatically fight until the prisoner passes out. The "imprison" button is still selected, isn't it? Then drop in another prisoner. Your creature gets a lot of quality fighting time, its experience skyrockets, and it's all free. Greed is good.

Remember that efficient rooms perform their functions better. Efficiency is based on size (at least as big as 3x3), shape (the more tiles completely surrounded by tiles of the same sort the better), and walls (fortified or impenetrable rock). Warlocks study best in square or rectangular Libraries where all the walls are fortified. More chickens hatch in an efficient Hatchery, more traps are made in an efficient Workshop, etc.

On the other hand, don't be afraid to sell rooms if you need the cash. If you ever lose all your Imps and run out of gold, it's the only way to save yourself. Of course, don't even think about deleting the Library. If the Library goes, so do any Spells and Room schematics you've researched and stored there. Spells and rooms are what make a dungeon viable.

When you design your dungeon, leave plenty of strategic places for traps. A dungeon without traps is asking to be conquered.

Try to keep each room separate from each other, and try to put in connecting doors or corridors between as many rooms as possible. A dungeon with good "circulation" means that your workers can get to places much more quickly. Time is money.

Conquering

How do you win? Prioritize!

Taking over an enemy dungeon means destroying the Dungeon Heart. It does not mean killing every creature you meet. It does not mean taking over every room your enemy owns. Winning means killing the Heart.

The best way to do this is with invisible Imps paving a way to the Dungeon Heart. Distract your enemy with a battle and then send an invisible Imp out to claim territory.

The Battle Box that appears when you click on the Battle Icon (the “dagger” tab) is a very useful tool. You can use the creature icons that appear in it as though they are creatures themselves. In other words, if you right-click on a monster’s battle icon, you’ll go directly to that creature’s location. If you left-click, you’ll pick it up. You can cast spells (in particular Heal or Defend Creature) directly on the icon, and the results will affect the actual critter in the midst of battle. It’s an indispensable tool for any up and coming Warlord.

Meanwhile, keep in mind that your Imps are craven little workers, and they’ll bolt if they think they’re going to get pounded into puppy chow. It’s wise to send along an invisible bodyguard, preferably one with a long-distance attack. That way the guard will be able to trounce anyone that stumbles into the area, and your Imps will be able to get back to work all the faster.

Certainly, your primary goal is to take over the Dungeon Heart, but if you get the chance, don’t pass by the opportunity to claim the enemy’s Portal or Library. He’ll weaken and die if he cannot gain creatures, and only die the faster if he cannot cast spells.

Floating Spirit

If you die in a multiplayer game, you become a Floating Spirit. You can wander throughout all the other dungeons (at up to 8 tiles a second). You can't affect, or be affected, by anything else in the game, but you can watch what's going on between the miserable scum who eliminated you. You appear to the surviving Dungeon Keepers as a glowing sphere.

Time

All time is not created equal. Some seconds are longer than others, and some are shorter. If the universe your dungeon inhabits is powered by a particularly fast processor, everything happens faster, taking less time than the times listed in this guide. If your processor is on the slow side, everything happens more slowly, taking more time than this book indicates. The extremes are about 50% slower or 50% faster than the times given here.

Additional Tips

Is 100% a Sure Thing?

Some of the Melee and Dodge percentages for powerful creatures can actually climb above 100%. Does this mean an attack at 140% is a sure thing, or that a Dodge ability of 120% means that the creature can never be hit? No, to both questions. The net chance of a melee hit takes into account both the attacker's Melee skill and the Defender's Dodge ability. For rough comparisons, figure that the actual chance of a hit is the difference between the Melee percentage and the Dodge percentage. (And don't forget there's a small chance that either or both of these numbers might be doubled at any time.) It's a rough idea of whether the fight you're considering is a wise one.

Hidden Realms

There are more realms in this land, dread overlord, than your scouts have discovered in their nocturnal sleuthing. They are the nightmares, long buried and forgotten, that were created in ages past.

Tickle, Moonbrush Wood, Woodly Rhyme and Mirthshire all contain Surprise Boxes which contain the directions to these little hidden horrors. Once you open the box, your darkling minions will mark it with a flag that can be seen from your tower window. You can then descend into the darkness and wreak havoc upon the creatures lurking within.

The down side is that there is no happy little hamlet associated with these mystery dungeons. You will gain no miserable slaves, destroy no happy and honorable communities, dash no hopes. There will, however, more than likely be a powerful creature for you to transfer to your next mission of carnage and slaughter.

There are whispers, also, that the mouth to an ancient evil place gapes open only when the moon is full. Perhaps your minions will locate it the day before the moon's face is its roundest, and mark the place for you – but entrance can only be gained during those twenty-four hours that Luna is at her grandest.

A sixth hidden realm, called Neverfound Dungeon, is rumored to exist, but it is hidden so cunningly that none alive remembers how entrance is gained.

Specials

These glowing, spinning, spiky balls can be the difference between overwhelming, all-conquering, rape-and-pillage-and-drink-'til-the-orcs-fall-over success and bone-crunching, soul-destroying, cry-into-the-empty-eye-sockets-of-your-fallen-comrade defeat.

The trick is knowing when to use them. Just because you get an "Increase Level" now, doesn't mean you have to use it straight away. If you find an Increase Level when you only have one Beetle and a couple of Imps, you'd be some kind of turd-munching fool to use it. At least wait until you get (for example) a Warlock, because 2nd-level Warlocks have got ranged attacks and can research faster, which means you can pull ahead of your opponent in the technology race. Chaos theory without the butterflies, don't you see? Beware of "Multiply Creatures" should you find one — double the creatures means double the army, but double the army means double the speed of your outgo. A double-edged sword of a Special.

Special	Effect
<i>Increase Level</i>	All <i>your</i> creatures go up an experience level.
<i>Multiply Creatures</i>	For every creature you have, you gain an identical one (including anger stats, hunger — the lot).
<i>Steal Hero</i>	Nicks a random hero from around the map, or the surrounding realm.
<i>Reveal Map</i>	Whole map is revealed.
<i>Make Safe</i>	Reinforces all your walls.
<i>Transfer Creature</i>	Gives you the option to take a creature from the current realm, to the start of the next realm.
<i>Locate Hidden Land</i>	Reveals a bonus realm on the map screen.
<i>Resurrect Creature</i>	Brings back one of your dead creatures.

Communication from the Other Side

Woodpunch Wood, as well as the last two realms, have a Hidden Surprise. If you've got a printer attached to your computer, have it download, and display in Windows, you may just get a message from someone who is looking for you.

Health, Hunger and Torture

When a creature becomes hungry, it starts losing health — 50 health points every 20 seconds. Eating a chicken regains 50 health points. Eating enough chickens (listed for each creature) stops the hunger.

When a creature is tortured, it also loses health, at the same rate — 50 health points every 20 seconds. Torturing hungry creatures doubles this health loss! This is good if you want Ghosts, bad if you want to prolong the torture.

Lord of the Land

The Lord of the Land in single-player realms is always a Knight (except in the final realm).



TOTAL QUALITY DUNGEON MANAGEMENT

Total Quality Dungeon Management

No one knows better than Dungeon Keeper Management Academy that the art of creating, maintaining and expanding a world-class Bastion of Badness is no mean feat. Evil, twisted and vicious, yes. Mean, no.

It would be a simpler task if you were on your own. You could plan the most devious designs, train your troops to razor sharpness, and sweep across the known world as a rolling miasma of death and despair.

But there are obstacles, rivals and ever-changing resource limitations. As a learning aid, we have devised the following scenarios which may prove useful to an up-and-coming Master of Mayhem.

Inside Information

Included in the membership fee is all the information that currently exists for your current realm.

Character Profiles. Each realm has a local ruler, and we'll give you the low-down dirty on the highbrowed Knight.

Business Opportunities. Brief notes on what an observant Keeper might keep an eye on ... from enemy encampments to recruitment possibilities.

Agenda and Competition. What constitutes the utter destruction of the realm and results in the subjugation of the populace, plus a brief look at who will be setting up to stop you.

Action Items. The prescription that will lead to your complete domination over all the creatures in the area.




Rumors and Professional Touch Commentary. We advise on the "finishing touches" that mark a true professional. Incidental tidbits from the local espionage ring are also included free of charge.

But that's not all ...!

Business Advice. Example scenarios are presented and critiqued. These scenarios, incidentally, are based on confidential preliminary plans of your competitors.

Existing topography. Gold, gems, rivers, lava and impenetrable rock are all mapped out for you to consider when making plans.

Glance and Conquer Icons. It is advised that you become familiar with the icon system used by the Dungeon Keeper Management Academy before you are faced with the rampaging hordes of heroes.

-  **Locals.** Number, type and experience level of local personnel.
-  **Specials.** Strong Magic in spiked and spinning boxes.
-  **Portals.** Entrances to the surface through which many creatures arrive.

Items

Items of Interest. Anything that might aid or hinder you.



Barracks. Room in which armies are grouped.



Bridge. Floor that can span lava or water.



Guard Post. Platform where your creatures watch for enemies.



Graveyard. Recycling station where the dead turn undead.



Hatchery. The mess hall for your soldiers of evil.



Lair. Home sweet home for tired and cranky creatures.



Library. Research lab where rooms and spells are invented.



Prison. A cell for captured enemies and unloved minions.



Scavenger Room. A summoning chamber for recruitment.



Temple. A pool where meditation and sacrifices occur.



Torture Chamber. Place of punishment and interrogation.



Training Room. Simulated fighting for combat practice.



Treasure Room. Counting house for your hoard of gold.



Workshop. Manufacturing area for traps and doors.

Business Brief

Starting Capital

Gold 2500
Imps 3

Local Resources

Beetle
Fly

New Technology

Hatchery
Lair
Treasure Room
Create Imp spell
Possess Creature spell

SINGLE-PLAYER REALMS

Eversmile

Ian, Earl of Eversmile

In the world of joviality, the Earl of Eversmile is a giant. To the ravening hordes of chaos, he's less of an obstacle than a small child looking in the wrong direction. By leading his people with frivolity instead of whips and chains, he declares, 'I am a target.'

The Earl of Eversmile is an observant lord of the realm and will quickly react to any untimely deaths of his people. It's been a long time since he donned his armor, though, and will probably fall to any but the weakest minions that you might have.

Agenda

Excavate a basic dungeon and defend it from any wandering adventurers.

Competition

Only the local do-goodniks. There are no other occupied dungeons in the region.

Studies indicate that heroes in the locale will probably arrive in three waves. If they follow the norm for such a backwater area, there will no doubt be Tunnellers, Thieves and the local Knight.



Action Item

This area won't require anything fancy.

A step by step course in basic Dungeon Keeping is available in our *Field Guide for Novice Masters*. See page 10.

Create rooms. Create Treasure Room, Lair, Hatchery. These are the foundation blocks of any evil empire, and their creation is second nature to any successful Evil Overlord™.

Kill. Slaughter all who oppose you.



Professional Touch

If you desire, you can seal yourself in, making your dungeon immune to attacks. Do this at or very near the beginning of your reign, by digging one block all around the water. Then let your Imps claim the path and fortify the wall. The rest of the dungeon needs to be fortified as well, but this will be done automatically by the Imps. To complete your conquest, you will need to kill two of the Tunnellers and one Knight that attack you, coming from the northwest. So, if you have walled yourself in, you will need to dig out to them.





Business Brief

Starting Capital


Gold	2500
Imps	4

Local Resources

Beetle
Demon Spawn
Fly

New Technology

Training Room



Cosyton

Dene, Sheriff of Cosyton

This so-called keeper of the peace interferes in matters which would otherwise stand at least a chance of ending in bloody violence. His crimes include banishing thugs from the streets and administering justice throughout the land. Let's get him.

Agenda

Build a dungeon with a Treasure Room, Lair, Hatchery and Training Room, and defeat the heroes and lord of the land.

Competition

No other dungeons are occupied nearby. The only threat is from the local do-goodies.

In even the most rudimentary realms, a wary Keeper will always expect Tunnellers and Thieves.

Spy reports on the Topside situation indicate that there are Dwarves living nearby. Also, there is a small training hall in a nearby village, so some do-gooders may have a firmer grip on fighting techniques than in previously occupied territories.



Professional Touch

When attacked, use the Demon Spawn. They may be green and slimy and look like mucus, but they are terrific fighters, even more so once they are trained and have acidic spit.



Business Opportunity

This is a small, sweet little takeover opportunity. There is gold enough to fund any enterprises, not to mention a convenient abandoned bank account where someone else's capital loss is your capital gain.

The only potential competition is a Hero Portal to the south. That hinders expansion, especially when one views the encircling underground river as an easy access to your dungeon should you ever accidentally cut through to it.

On the other hand, there is no gain to be made without taking on the competition.



Memo

*Keep your rooms square.
They're more efficient that
shape ... better Cheng Fui.*



Action Items

Create rooms. Build your Treasure Room to the southeast, toward the gold, and the Lair to the north, toward the Portal. No room should be smaller than 3x3.

A 5x5 Lair is a good size for this realm. There are currently no reported rival Dungeons in the area, so you do not have to compete for creatures based on the size of any of your rooms.

As soon as you are able, build a Training Room. Throw all of your creatures in it. If creatures walk out, check the room flag — the room might well be full, in which case you need to expand it.

Explore a bit. Dig out the diagonal strip of gold to the southeast. This will reveal an abandoned Treasure Room, full of gold. Once you claim it as your own, and your Imps reshuffle the gold more to their liking, it's free money.

Fight to the death. When the heroes arrive, grab a handful of your creatures and drop them near the fighting area.



Business Advice

The above example shows a simple, efficient design. Note that all walls are fortified.

The Training Room does not need to be the biggest room in your dungeon. In fact, unless you are fortunate enough to have an infinite supply of gold handy, you want to curtail your Training Room construction somewhat. The larger it is, the more creatures will spend time training, and the more money will be spent paying for the advancement of your troops.

In short, a Training Room should be as large as you can afford, and no larger. Keep an eye on your bank account and adjust accordingly.

With a little bit of training, this realm should fall to its knees without too much effort.



Business Brief

Starting Capital

Gold 3000

Imps 4

Local Resources

Beetle

Demon Spawn

Fly

Skeleton

Warlock

New Technology

Library

Call to Arms spell

Speed Creature spell



Waterdream Warm

Baron Anthony of Waterdream Warm

Since inheriting the realm from his late father, Thomas The Kindly, deeds of altruism and generosity have marked every day of the good baron's career. Obviously, this cannot be allowed to continue. With your leave, Master, we will ensure that it doesn't.

Agenda

Establish a basic dungeon and kill the nosy neighbors.

Competition

No competing dungeons have been reported in this area.

This area has a slightly better breed of heroes. You can expect not only Tunnellers, Dwarves and Thieves, but a target range topside indicates the presence of Archers. There is also a local Knight who will undoubtedly investigate any sudden disappearances of town yahoos.



Professional Touch

At this point in your career you have two choices: research, or powerful Warlocks? In this realm, you will need to research one item only, the Speed Creature spell. However, the time spent researching could be spent training them up. Trained Warlocks can research faster, and cast spells. Find your own balance. Left to their own devices, Warlocks will always go to the Library.



Business Opportunity

This is another example of acres upon acres of prime real estate, marred only by the presence of the polished and shining fortress of the Nobly Inclined. Remember, not every fortress has a Hero Portal, but it's a good place to keep your eye on.

The odd rock formation to the west should prick your devious curiosity, and inspire an investigative expedition.

There is not an abundant supply of gold, so some bloody-minded haste is warranted.

- ❶ 2 Skeletons, 2nd level (unaligned)



Memo

Dungeon Keeper Management Academy advises: when dropping Warlocks (level 2 or higher) near a battle, drop them on the far side of the room, or down a corridor, rather than putting them in the thick of things. They're less likely to take damage, and their spells work over distances.



Action Items

Build big. You'll do best with rooms 5x5 or bigger. Build the four standard rooms (Lair, Hatchery, Treasure, Training), get some gold, get the Portal.

Explore smarter, not longer. Look at the map if you haven't already. Odd rock formation to the west, n'est ce pas? So dig west.

Train Warlocks. When all possible research has been concluded, put your Warlocks into the Training Room. This territory is not known for its high caliber researchers, so they'll probably top out after Speed Creature. Slap them for being lazy.

Use spells. Zap your creatures with Speed Creature as they head for battle, especially Warlocks and Skeletons.

This is a simply and straightforward realm. There is gold within easy digging distance, a Portal to the east of your Dungeon Heart, and the only potential trouble is a Hero Fortress to the south. As it is, they have nothing but an uncomfortable suspicion what is happening beneath their feet, and therefore no one is at home. Yet.

Hero Portals can be annoying, since at any time do-gooders could suddenly infest your newly acquired neighborhood, strewing good intentions and shouting morale-building cheers. On the other hand, the villagers have long since taken to storing their retirement funds in the fortress, and that makes meeting the neighbors a bit more bearable, doesn't it?

Plunder at will. Some people say "good as gold," but we know gold is much, much better.



Rumor has it ...

Look for a large Training Room, with a Skeleton couple within (George and Martha are their names — a lovely couple, before the skin and muscle rotted off their bones and they started to wander about looking for lost children).



Business Advice

Fortify, fortify, fortify!

In the example scenario above, you can see that priority has been given to dungeon expansion and exploration. This works, but it also leaves the time and location of any confrontations up to your enemies.

A truly unscrupulous Dungeon Keeper might have suspected that there was something afoot in the southern regions (odd rock formation is a common sign) and barricaded most of the region away from any forces to the south. How could this be accomplished without digging out to the river? A good ear can hear the sound of water nearby. Don't dig in directions that you hear water.

Even without using that tactic, fortifying the walls to the south should be given top priority.



Business Brief

Starting Capital

Gold 3000
Imps 4

Local Resources

Beetle
Demon Spawn
Troll
Warlock

New Technology

Bridge
Heal spell



Flowerhat

Sir Glenneth of Flowerhat

Sir Glenneth is the founder of the much reviled Order of Fastidiousness, which scours the land rooting out examples of bad taste. Even more distressing is the Knight's habit of establishing harmony where previously there had been a perfectly stable succession of armed conflicts.

Agenda

Attack enemy dungeon to the north.

Competition

There is a nest of heroes living in a dungeon to your north.

Action Items

Train creatures. Train all fighting creatures to level three or more.

Once you have all the spells you can achieve, train your Warlocks up to level 3, at least. 5 is a good level.

Secure your borders. Once you have a few Demon Spawn and some trained Warlocks, go north. You will hit some lava, and get shot at by Archers. Not to worry, your Demon Spawn can cross lava quite happily, and your Warlocks can shoot across it with their fireballs (they are trained to at least level 2, aren't they?).

Cross the lava. Once those pesky nits are out of the way, build a bridge to the east. (You have had someone in the Library, haven't you?) Keep to the bank on the south side, and you will find an Increase Level special. Either use it straight away, or leave it for your Imps to store in the Library, for use later.



Professional Touch

Use your Speed Creature spell at the start of any battles, and Heal any of your creatures that are at half-health or less.



Business Opportunity

Casual scrutiny would suggest that the realm has been divided into two spheres of influence. A successful Dungeon Keeper must develop the patience of the grave before putting others in theirs. Develop your own dungeon before striking north.

This realm has been established longer than the previous ones you have conquered, and therefore the locals have had more time to create useful little presents for any invasion forces strong enough to pry them out of the enemies' stiffening grasp. Look around. It's always better to find these surprises while they can still do you some good.

- ❶ 2 Spiders, 2nd level; 1 Spider, 3rd level (unaligned)
- ❷ 1 Archer, 1st level (white)
- ❸ 2 Archers, 1st level (white)



Memos

There's a vein of gems to the south. That's an unlimited money supply, boys, but don't be too hasty. Gems are slower to mine, so grab the gold first.

Don't use the Steal Hero special until the Knight comes along. You could have your own pet Knight, a poor tormented soul carrying out the whims of the foul, evil demon that slaughtered his land, made slaves of his wife and children, and carved shoes out of his cats.

The heroes won't take the offensive. Wait until you're ready, and then overrun their dungeon.



Invade the enemy dungeon. Now break through the door that the Archers were guarding, if you have not already done so. Let your Imps claim the corridor and send a creature into the main castle/hero dungeon section. Going either east or west will trigger off a horde of heroes. Simply crush them with force, brutality and teeth.

Don't forget to grab your creatures and drop them near any battle. Grab the "working" creatures first, then grab the ones that are sleeping.

Pillage. In the rooms you will find gold, another Increase Level special and a Steal Hero special.

Claim the heroes' dungeon for your own. Let your Imps do the work of converting the rest of the heroes' lair. When you get to the doors of the throne room/hero dungeon heart room, drop all your creatures in, with your Warlocks giving supporting fire from the back lines.

If you want to be a bit clever, possess an Imp and dig out the gold block to the north of the hero Portal. You will dig through to another area, and three trained Spiders will join you. Come out of the Imp, pick up the Spiders, and drop them into the fight too. When the Knight is no more, or converted to your side, attack the heroes' Dungeon Heart.

Finish exploring. Lay a bridge to where you found the Spiders.



Business Brief

Starting Capital


Gold 3000
Imps 4

Local Resources

Beetle
Bile Demon
Demon Spawn
Fly
Spider
Troll
Warlock

New Technology

Guard Post
Workshop
Sight of Evil spell
Poison Gas trap
Wooden door



Lushmeadow-on-Down

Duke Martin of Lushmeadow-on-Down

The duke has a disgusting reputation for managing the resources of his province efficiently. There is so often an abundance of produce at harvest time, his people never go hungry in winter. After we've finished with him, the peasants will be eating gravel for a decade.

Agenda

There is another Keeper already here, whose dungeon lies to the north. You will need to build bigger rooms in your dungeon to entice the creatures of this land to work for you and not your rival.

Competition

You and another Overlord of Evil have set your sights on the same territory. Since you are using the same resources, you will have access to the same room designs, spells, traps, etc.



Memos

There's too much gold lying around for you to worry about your finances. When you want a bit more, make a small Treasure Room near a gold seam, and have an Imp or two dig it out.

Time is important, so make more Imps (10-12 in total is good) and slap them around a bit.



Business Opportunity

Anywhere there is a Portal, there is a Keeper. Although this is not always so, it is a fairly safe general assumption to make. It is proven beyond doubt if, in a few moments of your entering the realm, a distant Portal is claimed by enemy Imps.

At first glance, this realm seems to be one of those "divided in two" environments. This is, in fact, the case. Unlike any previous realms, however, this one sports another fledgling Evil Empire. There will be no predictable heroes screaming "let's clean up our kingdom!" There will be plotting and scheming, and what's worse, there will be competition for the local demonic resources. That's not good, so be warned that your rooms are now being subjected to comparative scrutiny.

- ① 2 Spiders, 2nd level (unaligned); 1 Bile Demon, 2nd level (unal.)



Memos

Make sure an Imp claims the Portal. They're easily dis-tractable little minions, especially when there is gold to be dug out, and they might run off before they claim the Portal as yours.

As soon as possible, dig north to the lava lake. Claim the unaligned creatures on the central island before someone less deserving grabs them.

As soon as you've researched a Bridge, build out to the Prison cell in the lava lake, then east and west to the Surprise Boxes. Don't break down the Steel door to the western Surprise box until you've been in battle — it is a free resurrection.



Action Items

Build quickly. Yes, speed is important. Build rooms swiftly, but make an effort to keep them rectangular, with walls between them. It increases the efficiency.

Put your first Treasure Room down along the edges of your Dungeon Heart.

Dig a wide corridor about 5 squares wide to the Portal. Put down a Lair, Hatchery and Library next to each other in the corridor. Rooms should always be at least 3 squares wide.

Build big. As soon as creatures start coming in, expand the rooms north and south. Your rooms should be big, so aim for:

Lair = 30 squares

Hatchery = 36 squares

Library = 30 squares

Build plenty. Build a Training Room (5x5) and another Treasure Room (5x5) on the east side of the Dungeon Heart.

Build more rooms as they become available. After the basic rooms above, any old size is fine. 4x4 is a good standard.

Build wisely. Make sure that there is only one corridor leading north from your dungeon, and that some of the walls are ready to hold doors.



Memo

The enemy has no idea what you're up to. He hasn't paid for the Dungeon Keeper Management Academy course and Spy Network like you have. Plus, he isn't as smart as you. Or as good looking.



Business Advice

The above scenario shows that even an ignorant, blundering Dungeon Keeper can overcome an opponent simply by having larger rooms. Due to the superior size of the Hatchery, Training Room and Library, more creatures were attracted to the southern dungeon. When one side has more trained troops, takeover is as quick as a snake bite.

The above dungeon designs could have been improved by putting one or more Training Rooms closest to where the dungeon is vulnerable to attack. Similarly, the Libraries should be placed far from the enemy. All corridors opening up to the enemy should be protected with doors, as well as the entrances to the Dungeon Heart.

- ◆ - Resurrect Creature
- ◆ - Increase Level



Business Brief

Starting Capital

Gold	2000
Imps	4

Local Resources

Beetle
Bile Demon
Dark Mistress
Demon Spawn
Fly
Spider
Troll
Warlock

New Technology

Prison
Lightning Strike spell
Lightning trap
Braced door



Snuggledell

Tristan, Squire of Snuggledell

Under the yoke of Squire Tristan's rule, the people of this insignificant blot worship a floppy-eared, fluffy-tailed rabbit. He advocates a belief in treating this hideous creature with respect, in order that its spirit protects against evil; an absurd illusion we will happily shatter.

Agenda

Defeat the rival dungeon to the south.

Competition

You are up against one rival Keeper in this land. Unlike the previous land, you are relatively evenly matched. You need an advantage to guarantee your "domination" and the enemy's "submission."



Memo

Battle, imprison, torture and kill.

When possible, build a Prison on the island. Set your creatures' tendency to Imprison.



Business Opportunity

Keeper to the south.

Odd rock formation in the center.

Survey says: build bigger and better than the other mastermind. Explore before the other gets a chance.

- ① 1 Dark Mistress, 3rd level; 2 Dark Mistresses, 4th level (unal.)
- ② 4 Fairies, 1st level, (white)



Memo

Put some creatures you capture into the Torture Chamber and torture them to death ... you should get Ghosts. Don't feed the others ... you should get Skeletons.



Action Items

Fillet the Fairies. As soon as your dungeon is up and running, dig south. You will hit water. Take a reasonably strong creature or eight to destroy the Fairies that will attack you. These make considerable foes at higher levels, but their physical strength is laughable, and at the level that they are here, they will present no serious threat.

Break out the babes. Once you have ripped the Fairies' pretty wings out of their scapulas, Possess an Imp. Head toward the middle of the map, through the open section of the "C" shaped gold. Dig out one block of gold and you will discover a Torture Chamber, containing three leather-clad, rubber-fetish, Evil Mistresses. They will join you immediately and head off to present themselves to your Dungeon Heart, and then build a Lair. Start training these minxes immediately.

Take over the island. When you have researched a Bridge, connect your dungeon up to the entrance to the Torture Chamber. Get an Imp to claim it. You will probably need gold, so lay down a Treasure Room near the Torture Chamber and start mining out the gold.

Provide appropriate motivation. When the Torture Chamber is yours, place a Mistress within. This will drive her, and all of her comrades in leather, into a frenzy which, if they are training, enables you to increase the rate at which they reach a climax. In their training, that is. Keep an eye on the Mistress in the Torture Chamber though — try not to kill her.

Troubleshoot. If you need to be absolutely sure of victory, claim the two specials — you'll find them in the water. One to the east (Make Safe will fortify your entire dungeon) and one to the west (Increase Level).

Attack. Bridge to the south, where you will find your rival. As previously, unleash your creatures within. Evil Mistresses will slaughter everything within sight or smell. Crushing the southern Dungeon Heart should take precious little time.

Build a Bridge to the enemy dungeon and drop your most dangerous creatures as close to the enemy as possible.



Memo

Speed Creature and Heal. Use them at will — you have lots of money.



Business Advice

Note that the corridors leading from the dungeons are narrow enough be barred by doors. The southern dungeon, also, has restricted access to its interior to just one corridor.

The placement of the Prisons near to the enemy presence is well thought out: the Imps don't have so far to travel when hauling captives back.

However, both dungeons have placed their Libraries within easy striking distance of the entrances. Neither one uses the Training Room to provide defense against invasion. The southern dungeon has few interconnecting doorways between rooms, forcing the Imps to travel out of their way in order to deposit their captives in prison.



Increase Level



Transfer Creature



Make Safe



Business Brief

Starting Capital

Gold 3000
Imps 4

Local Resources

Beetle
Bile Demon
Dark Mistress
Demon Spawn
Fly
Orc
Spider
Troll
Warlock

New Technology

Torture Chamber



Wishvale

Lady Catherine of Wishvale

The Lady Catherine's reign has been marked by an absence of plague and fear that has twisted her into a beautiful and just leader loved by her people. We'll put an end to that by administering her a dose of the pox as soon as you give us the nod, Most Warped Harbinger of Adversity.

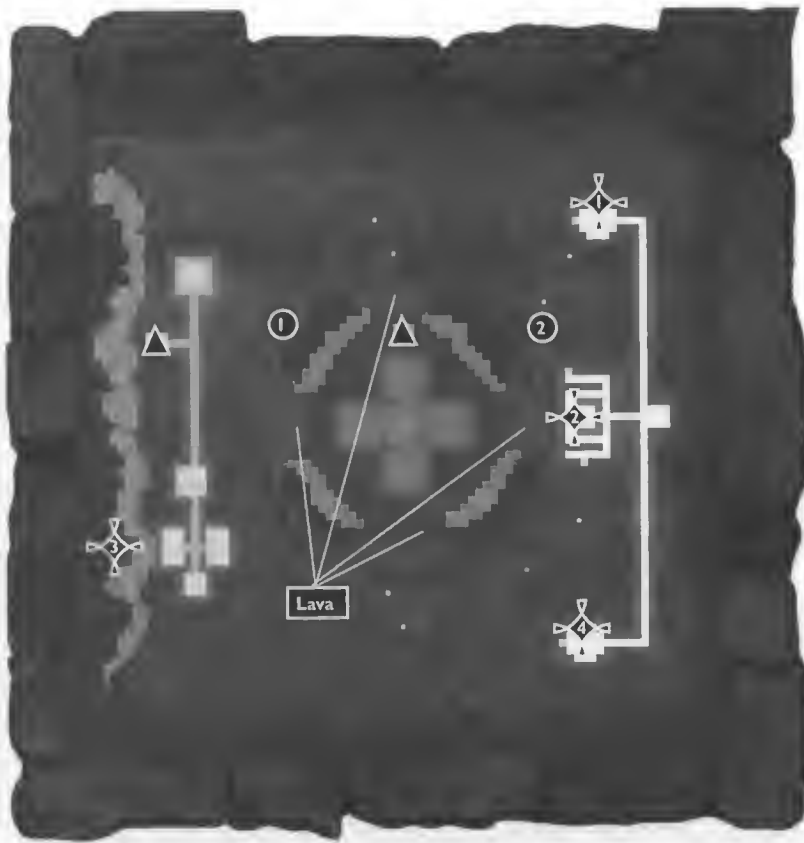
Agenda

Defeat both the heroes and the rival Dungeon Keeper.

Competition

Hopeful, well-intentioned heroes have established a dungeon (white) to the east. They are weak, and may even be destroyed before you encounter them. If not, it will be a simple matter to crush their hopes, their spirits and their bodies.

A rival Keeper has set up a dungeon to the west. It is the only real threat to your reign of terror. Remember, he who has the last evil cackle has the best evil cackle.



Rumor has it ...

The heroes' keep, which lies to your east, holds three specials - two Resurrect Creatures and one Increase Level. It also contains a king's ransom in gold. Loot and plunder to your black, festering heart's content. There should also be a Transfer Creature special in the enemy keeper's library.



Business Opportunity

At first glance it is difficult to tell where the enemy might be. There is no tell take Portal other than yours. There do not seem to be any rock formations that indicate the presence of prior inhabitation. A little exploration reveals that you are on an "island" protected by lava and impenetrable rock.

Take advantage of the opportunity to build before you break out. A look north will show that someone is definitely here.

- ① 1 Barbarian, 1st level; 2 Archers, 1st level (white)
- ② 2 Barbarians, 1st level; 1 Archer, 1st level (white)



Professional Touch

When you first build a Bridge, build to the north. With luck the heroes from the east and the creatures from the west will converge and start fighting amongst themselves, saving you the bother.



Action Items

Research. Hmmm. Surrounded by lava. Perhaps developing Bridges would be a good plan?

Train your creatures. Just treat the start like any other new opportunity. Occasionally, if you have Flies, they may go out and get killed by roving heroes, but don't worry. The key to this level is training up your myrmidons. You will want to have a substantial army of Bile Demons, Demon Spawn, Orcs and maybe Spiders, all trained to 3rd level and above.

Defeat the weaker opponent first. The enemy Dungeon Keeper, to your west, is fairly weak. You may want to attack before his creatures become too well trained up. He may wall himself in too. If he does, don't panic. Dig all the way around him, and try to get into his dungeon through the gold. If he is still impregnable, wait. He will eventually expand. Once exposed, send in everything. You will find nothing in the way of real resistance.

Keep greed in mind. When you start conquering your rival's dungeon, keep in mind that you are going to need to mine gold on the far side of his territory. This may mean punching your way through, setting up a Treasure Room, and having your Imps work as fast as they can.

Watch your back. Make sure that there is a defensible doorway at each exit to your dungeon. At the very least, put doors around your Dungeon Heart.

Go for the heart. When attacking the enemy dungeon, one of your priorities is to claim his Portal. Of course, he'll drop everything he has ... but only one creature per threat. Send a mob to take it out.



Memos

Don't be shy to sell off empty Treasure Rooms claimed from the enemy and install, say, a Torture Chamber.



Business Advice

The above scenario just goes to show that with the right mindset, limited expansion possibilities can be optimized to produce a winning outcome.

Note that all walls in the center dungeon have been fortified, despite the insular nature of the real estate. Good, old-fashioned paranoia leads to more efficient room construction.

Also observe that there is only one Bridge leading out of the central dungeon area, and that its room are both larger and more numerous than its opponents.

- | | | | |
|-------|--------------------|-------|--------------------|
| - ◆ - | Increase Level | - ◆ - | Transfer Creature |
| - ◆ - | Resurrect Creature | - ◆ - | Resurrect Creature |



Business Brief

Starting Capital


Gold	9000
Imps	4

Local Resources

Bile Demon
Dark Mistress
Demon Spawn
Fly
Orc
Troll
Warlock

New Technology

Barracks
Temple
Conceal Creature spell
Protect Creature spell
Iron door



Tickle

Dennis, Thane of Tickle

Despite being 'known' in a number of dimensions for interfering in plans to invade the natural realms, Thane Dennis has survived thus far. Yet still he speaks of his hopes to rule for many more years. Well he can, can't he, as soon as we raise his remains as a Wraith.

Agenda

Tread carefully, Dungeon Keeper. Rivers of fire snake through this realm. Find the enemy Keeper and dispatch him to hell.

Competition

The land is crawling with do-gooders, and there is a rapidly expanding dungeon to the northeast.

Action Items

Recruit from the top. As soon as you start, dig towards the east. Go due east until you hit the second lot of gold, then dig the gold out along one edge. You will find a special of Transfer Creature as well as some Demon Spawn and some very high level hell hounds. Do this before you build any rooms etc., because if you leave it too long, they will all be claimed by the enemy keeper, who is in the dead center of the map.

Take the time to build a strong foundation. Many an empire of evil has been lost to haste. Take your time and build up your forces, concentrating on your most important rooms, and keeping money coming in.



Rumor has it ...

In the northwest corner of the land you will find an area containing an Increase Level bonus.

To the northeast, you will discover a small room with three Magic doors. You will need to break them down with creatures' powers. Only go through the middle one however, which will give you a Locate Hidden World special.



Business Opportunity

There is very little to be learned about your environment from a cursory glance. It does not bode well for your strategic placement to find that your Dungeon Heart is pushed in a small corner of the realm, but that could be fortuitous as far as defense is concerned.

There is an odd rock formation to the northeast.

The gold is spread out, so it is wise to plan on building up your troops and technology enough to be able to protect what you have, while also venturing out and taking what is others'. That means 3rd-level warriors, at least, and a good supply of doors.

- ① 6 Barbarians, 5th level (white); 1 Barbarian, 6th level (unal.)
- ② 3 Fairies, 4th level (white)
- ③ 5 Demon Spawn, 3rd level; 2 Hellhound, 3rd level (unaligned)



Professional Touch

There should only be one path to your Dungeon Heart from any exit out of your "area."

Make sure traps get set once you lay them down. Drop an Imp on the square to remind them, and watch them carefully to make sure they understood you.



Be wary of digging out the gold to the northwest as that will unleash a horde of dangerous Fairies (not an oxymoron). You will need to kill them to conquer the land though, so when you feel prepared, snap their slender necks. Furthermore, you will need to viciously slaughter the Barbarians to the north of the Fairies.

Train creatures. Train your creatures, Warlocks especially, up to at least level 5.

Plan a hostile takeover. Once your dungeon is tidied up and all the pictures are hanging, you'll need a strategic takeover strategy. Dig toward an unfortified enemy room, put down a Guard Post, and then crack the egg.

Invisible Imps are good at sneaking behind the enemy and claiming their rooms. Sell the room, and plant another Guard Post. Drop a strong creature near a door to destroy it.

Possess something strong (high-level Warlock or Bile Demon), and forge ahead a room or so. Your goal is to protect the Imps who are claiming territory, while heading in the direction of the enemy's Dungeon Heart.

Make sure you don't run short of Imps. Don't ever let yourself drop below eight.

There are gems in the gold to the north. Once you dig to them, you don't have to worry about opening up new gold veins.

OR

Strike at the tender point. The rival Keeper's weak spot is along a Bridge over the lava. Follow the lava and you will find it. The Bridge is very close to his Heart room, so pile in there.

Destroy the Heart. Take your time and build up your forces, concentrating on your most important rooms, and keeping money coming in.



Memo

Always put your Treasure Room where the gold is.

Build a Torture Chamber as soon as you can.

Use your spells in battle situations. You have been doing that, haven't you?



Business Advice

Some good and bad design plans went into the example scenario above. Both Dungeon Keepers placed high-population rooms near their enemies. The Training Room is an obvious choice, but the Workshop is another good choice, as it is usually operated by burly creatures with hammers and other percussive devices.

The Libraries were not defended particularly well, although doors were used to slow down any invaders long enough for reinforcements to arrive.

Neither one put down a new Lair when lava was discovered. If a Dungeon Keeper has Dragons on staff, a lair that abuts lava is a cozy new home for them, and worth the trouble.

- ◆ - Locate Hidden World ◆ - Transfer Creature
- ◆ - Increase Level

Business Brief

Starting Capital

Gold 5000
Imps 6

Local Resources

Bile Demon
Dark Mistress
Demon Spawn
Fly
Orc
Spider
Troll
Vampire
Warlock

New Technology

Graveyard
Disease spell
Hold Audience spell

Moonbrush Wood

Sir Robbo of Moonbrush Wood

The sickeningly gracious Sir Robbo encourages his serfs to be ready to welcome strangers at any time. His door, he says, is always open to travelers but nobody's ever got that far, because they've already been mobbed by villagers brandishing goodwill.

Agenda

This land is ruled by four powerful Wizards. If you can overcome them, you will conquer the domain.

Competition

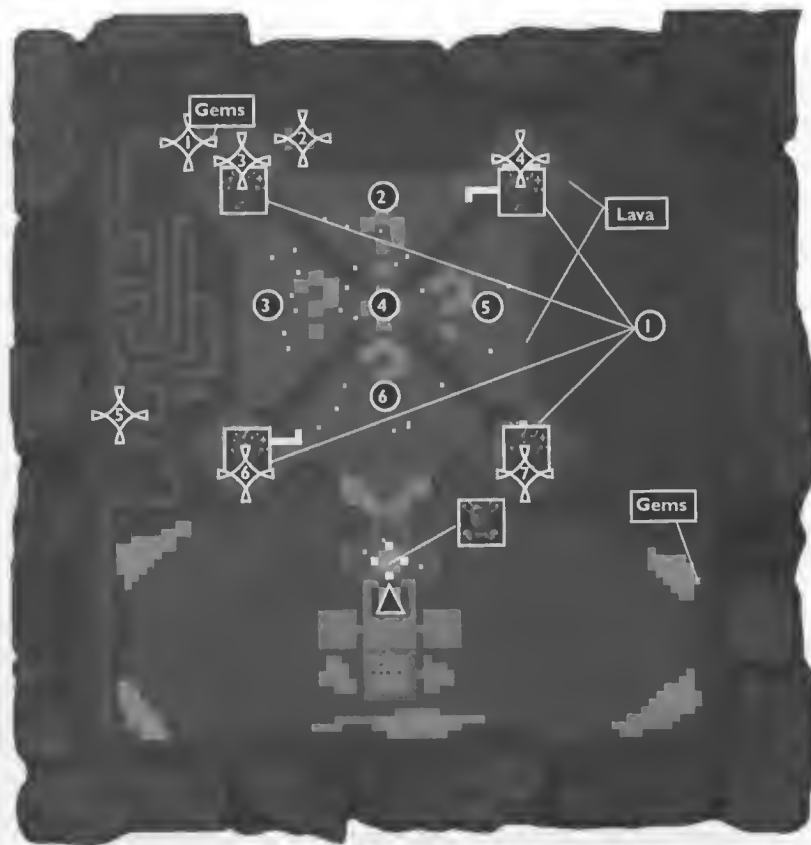
Each Wizard has a powerful guard, plus there is a formidable number of wandering adventurers.

Action Items

Survey the field. Ah, the glory of overweening confidence. These Wizards and their shiny-faced minions have no plans for self-improvement, they just mill around and feel smug in their superior numbers. Well, you can teach them that the best planned massed assault is no match for the unleashed hordes of the putrescent pits of hell.

Build a perfect dungeon. First things first. Build up your dungeon, complete your research and make sure your workshop is big enough to create everything that's possible in this benighted location. Train your raw recruits, coddling them with food and naps. You'll extract your payment soon enough.

Dabble with the dark gods. There is a Temple to the north, surrounded by three rooms. In each room there is a denizen of darkness. Here's a clue, maybe there was a reason they were being incarcerated so close to the sacrificial pool ...?



Professional Touch

The key to the destruction of this land is in the building up of your dungeon and your forces. The heroes will not attack you so take your time, and be sure. Apart from a door to seal in the Horned Reaper (and even this is an over-cautionary measure), you do not need to build a Workshop so focus on training and research and, if you want, a Prison and Torture Chamber. You have the opportunity to convert many powerful heroes here, so don't waste it.



Business Opportunity

- ❶ **In Each Library**
1 Wizard, 9th level; 1 Witch, 3rd Level; 1 Giant, 5th level (white)
- ❷ 3 Samurai, 3rd level; 1 Samurai, 5th level; 1 Archer, 3rd level; 1 Archer, 9th level; 1 Thief, 3rd level (white)
- ❸ 6 Thieves, 3rd level; 1 Monk, 3rd level; 3 Monks, 4th level (white)
- ❹ 1 Vampire, 9th level (white)
- ❺ 2 Giants, 7th level; 1 Monks, 9th level (white)
- ❻ 5 Monks, 4th level; 2 Monks, 5th level (white)

Oh boy, the Horned Reaper. This is the one you've been waiting for. Meaner than a man who's just come through a desert to find an isolated drink machine which only dispenses root beer, Horny is the monster that hides under your bed, the one peering at you from the closet, the one that keeps gaining on you as you run on the spot, silently



Rumor has it ...

That there is a passage to another part of the world. Our spies have heard whispers that north of the northwest Wizard's Library is the key to another dungeon opportunity.

There are various specials lying around — one in each Wizard's Library, and two in the maze system. You don't really need to use any of the specials on this land, so don't waste time searching.



screaming at your parents in their bedroom. Only she's got PMS like you wouldn't believe. Slap her once and maybe, just maybe, she won't hack your hand off. Do it twice? Not even in jest.

Train her up. Put her in a Lair all to her own, with an adjoining Hatchery and Training Room. Lock the door. You need to be able to contain her if you ever accidentally slap her.

Advance across the border of fire. When you've researched all you can, and have trained most of your creatures to level 4 or above, it's time. Build a bridge across the lava to the north. When you feel ready, and you have a sizable army, led by Horny, dig north. Bridge across the lava and set your army loose. The four Wizards are in Libraries leading off from the four quadrants of the heroes' enclave. Do the quadrants one at a time.

Be thoughtful, kind and gentle. You can let your weary minions sleep after each battle, or you can just blast 'em with health and guide them to the next batch of heroes. There are enough local hero-boys to overwhelm your forces if you work your staff while they're weak.

Cover your neck. The only thing you really have to watch out for is a Vampire in the center. If you can, imprison it. Luckily, the Vampire will not reincarnate, as there is no Graveyard for it to reincarnate from.

Be greedy. Keep your Imps busy with the gold ... in fact, selling off one of the enemy Wizards' Libraries and converting it into a Treasure Room (very efficient once the walls are fortified) keeps them from having to run across the lava every time they chip out an ingot.

Dig east to the gold vein ... there is a cache of gems there that will provide an inexhaustible supply of money. It's not enough to cover all your expenses, unfortunately, especially if training a lot of creatures, but it always helps.

Be open to new recruitment opportunities. Pick up the Vampire in the center chamber. Train him up.

Skeletons are excellent fighters. Let some prisoners starve to make a few.

Kill them dead or drag them off. The Wizards can Heal themselves. Either kill them or make very sure they get dragged off to prison.



Business Advice

Note that nearly every corridor between rooms contains a door. There is a Treasure Room beside every source of gold, including within the area being conquered. Libraries are usually paired with a Workshop or Lair.

Locked doors in the western tunnel keep the Imps from getting lost.

- | | | | |
|-------|---------------------|-------|--------------------|
| - ◆ - | Increase Level | - ◆ - | Transfer Creature |
| - ◆ - | Locate Hidden World | - ◆ - | Resurrect Creature |
| - ◆ - | Increase Level | - ◆ - | Make Safe |
| - ◆ - | Resurrect Creature | | |



Business Brief

Starting Capital

Gold 6000
Imps 4

Local Resources

Bile Demon
Dark Mistress
Dragon
Hellhound
Orc
Warlock

New Technology

Scavenger Room
Cave-In spell
Turn to Chicken spell
Alarm trap
Boulder trap
Magic door

Lost Technology

Hold Audience spell



Nevergrim

Lord Healey of Nevergrim

This is the man responsible for making his subjects always see the good in people. For this alone, we ought to wipe the grin off his face with the inside of an iron maiden. Alternatively, we could invite him to watch the obliteration of his land and see if he gets a laugh out of that.

Agenda

Defeat the rival Keeper on the island to the south.

Competition

One rival Keeper on a similar, although somewhat smaller, island.

Action Items

Survey the real estate. Get ready for a shock. See what I mean? Don't panic. Let your Imps claim the land and lay down Lairs, Hatcheries etc. as usual. The room efficiencies are going to be terrible no matter what, as you have no walls and can have no doors, so don't try to improve them.

Practice your Sight of Evil. Keep a steely eye on the other Keeper, and make sure that your rooms are bigger than hers. You are fishing from the same pond, when it comes to attracting creatures into your island.

Plan a user-friendly dungeon. First off, dig out some gold and put a Lair down next to the lava. Dragons do very well when they are near lava.



Business Opportunity

It should be obvious at the outset that this is a “half and half” situation, with two forces vying for dominion of the same realm. The advantage is even, as you have more territory available at the outset, and more gold, but your enemy has a Special under her nose, waiting to be discovered.

It takes no effort of your own to discover the Scavenger Room to the east. Your Imps stumble across it as they claim the island.

There is a race, but as long as you keep an eye on the enemy with Sight of Evil, she shouldn't be able to sneak up on you.

Use your gold and space advantage to build large rooms early on.

- ① 5 Dragons, 1st level (unaligned)
- ② 4 Flies, 2nd level (unaligned)



Professional Touch

The easiest and ultimately most satisfying way to defeat the enemy is to simply bridge across to her, send your Imps to run around and pinch all her rooms, then drop all your creatures outside her Dungeon Heart. This way you can avoid unsightly bloodletting all over your nice, newly overtaken dungeon. Easy when you know how.



Get the Scavenger Room post haste. Next, find the Dragons roaming around the lava. Use a Demon Spawn if you have one. Better still, bridge to the gold in the center, dig to the center of the gold and release the Flies. They will then explore the entire level for you, finding the Dragons and exposing the enemy dungeon to the south for you.

Grab the good stuff early. When you've got a lot of creatures, strike out on your own for the two Surprise Boxes that are on the strips of land to the east and west. Possess an Imp yourself to make the territory possession more efficient. Then make an army of Imps and watch your empire expand.

Go for the gold. Build a small Treasure Room on the central island, and stoke up on the cold cash.

The enemy Keeper has very little gold, so she will try to get the gold in the middle. If you can prevent her, you can start a war of attrition with her. She will eventually run out of money. Be careful of your depleting coffers too, though. There are no diamond blocks here, so wealth is finite.

Meet her half way, then make her regret it. By the time the enemy has gotten her act together enough to build a Bridge to the central island of gold, you should be ready to attack. Have you bumped your levels up with the special surprises? Good. Send an Imp to claim the enemy's bridge, and send some uglies to protect it.

There will undoubtedly be resistance. That's to be expected, and into every life a little blood must fall. You wouldn't have it any other way, would you?

Sneak in the back way. Now build a back entrance to a remote part of the enemy island. If you have the inclination, make two. This is where your small army of Imps becomes really useful. Every square they claim is another area you can drop emergency troops.

Take out all the troops, sell all the rooms you don't need, and then make your final assault on the Dungeon Heart.




Business Advice

It is patently impossible to separate the rooms with walls when all you have is an enormous cavern. However, still take the time to keep the rooms apart from one another.

Build large. The southern Keeper has less room, but could have expanded to the far shores and built as much as she liked.

Neither Keeper built Lairs on the lava for their Dragons. There's no excuse for that: Dragon Lairs on lava give them extra experience for free.

- ◆ - Increase Level
- ◆ - Increase Level
- ◆ - Transfer Creature



Business Brief

Starting Capital

Gold	10000
Imps	4
Bile Demon	2
Demon Spawn	3
Troll	3

Local Resources

Bile Demon
Dark Mistress
Demon Spawn
Dragon
Hellhound
Orc
Troll
Warlock

New Technology

Word of Power trap

Lost Technology

Alarm trap



Hearth

Jason, Earl of Hearth

A criminal whose leadership encourages human breeding practices. All his people have brothers, sisters and cousins by the dozen. We'll sort that out soon. Right now, it would give us great pleasure to throw him into a deep pit where he can contemplate life alone.

Agenda

The desperate inhabitants are planning a full scale attack.

Competition

The Locals are a pestilence in a land where our task would otherwise be as free and easy as stealing food from a widow.



Business Opportunity

This is a gloves-off, brass knuckles level. The heroes aren't trying to move you out, and they aren't even upset because you make too much noise and would you please cut the racket out? They want you dead, and they don't care if they all die in the attempt.

They'll be coming in from all sides, and you don't have much room for expansion. Nearly all gold acquisition will put your Imps in their direct line of fire, so don't get attached to the little brown beggars.

Action Items

Train your creatures immediately. Speed them up as soon as you can. Open all the locked doors immediately to give your Imps a chance to run out and claim the land surrounding you. The four corridors are where the heroes come from, so the “higher” up them you can drop your creatures, the farther away from your Dungeon Heart you can keep the heroes.

Explore. Dig out the small winding corridor leading off your dungeon. This will lead to an expanse of water. In the four corners of the lake, you will find specials — two Resurrect Creatures, one Increase Level and a Transfer Creature to be precise.

Grab the goodies. Off the west main corridor there is a room. Break down the door. Inside, you will find two Increase Level specials. However, there is also a revolving boulder that will crush your Imps when they try to claim the floor. Wait until the boulder breaks up, then claim both specials. It's probably safe to say that you need these two Increase Levels to control this land ...

Train some more. After the first wave, use the time you have to train, train, train. You should have a goodly collection of Bile Demons, Dragons, Demon Spawn and Warlocks. Always go for overkill when attacking the heroes. Drop your close range attackers on top of the heroes and drop the Warlocks slightly behind. Try and make sure that your creatures are about level 4 or above when the final wave comes.

Stay Calm. Keep busy the whole time, picking up gold that the heroes' drop, speeding up creatures in the Training Room, researching only what you need. (That's Speed Creature and Heal, for you overachievers.) Remember, if you don't have your health, you don't have anything.



Business Advice

An excellent use of doors inside the dungeon, and traps outside.

Boulder traps should only be used in sections of the dungeons where the gold is completely mined, in order to reduce the risk of your own creatures being crushed when a hero activates it. Similarly, there should always be a locked door between the dungeon proper and the Boulder trap.

All rooms should be separated by fortified walls and doors.

Corridors should be claimed as early as possible, in order that extra troops may be dropped beside invaders to best effect a total victory.

- | | | | |
|-------|--------------------|-------|-------------------|
| - ◆ - | Increase Level | - ◆ - | Increase Level |
| - ◆ - | Resurrect Creature | - ◆ - | Increase Level |
| | | - ◆ - | Transfer Creature |



Business Brief

Starting Capital

Gold	3000
Imps	4

Local Resources

Beetle
Bile Demon
Dark Mistress
Demon Spawn
Dragon
Fly
Hellhound
Orc
Spider
Troll
Warlock

New Technology

Hold Audience spell
Turn to Chicken spell
Lightning trap
Alarm trap
Word of Power trap
Magic door



Elf's Dance

Duke Darran of Elf's Dance

This arrogant Knight has devoted his life to sheltering those whom he is charged to protect. Anyone foolish enough to think that people can be protected by a pathetic magic ring ought to be shown another use for a loop — noose making. That qualifies the duke for a hanging.

Agenda

There are powerful creatures to the south being guarded by heroes. Convert them to your side before they join with the rival Keepers, then employ them to crush all who stand in your way.

Competition

A fair number of heroes, and two powerful rival dungeons, managed by top notch Dungeon Keepers.

Action Items

This is a rough situation which can be handled one of two ways: fighting dirty, or fighting dirty. Were you planning on a fair fight?

Dirty Method 1

Take what you can get. Open the door to the south and dig out the block barring your exit. Create a couple of Imps to speed up your land-claiming process. There are many heroes to the south who are not each particularly deadly, but there is load of them.

Stir up a mess of trouble. Start up your dungeon. Once you have a few able creatures, head one of them south by Possessing it. There are two doors at the end of the corridor. Break one of them down. When you attract the attention of a few heroes, head north and then break right! Or left. Basically, you will come across two doors off the central



Memos

Don't stint with tagging gold – there's no reason not to tag all the gold in an area. Make sure there is a nearby Treasure Room so your Imps don't have to haul gold all the way across the landscape.

After your creatures are up to 5th level, you don't need to waste money training them. Sell the Training Room back for parts.

Make your Torture Chamber at least 15 squares large, the larger the better. Mistresses are very useful.



Business Opportunity

Although you have a head start on the others, they'll be allying against you. It is an important factor that while the realm is divided into quadrants, they only control two of the four quadrants.

- ① 25 Assorted Heroes, 1st level (white)
- ② 3 Vampires, 1st level (unaligned)

corridor to the east and west, about halfway up. When being chased by heroes, break one down and charge into the main area of the enemy dungeon.

The heroes and the enemy will meet up, killing each other (to a lesser or greater expanse of blood anyway).

Kick 'em while they're down. When the two sides are weak, calmly walk in with your own garrison of crack slimebags, and kick the living feces out of the survivors.



When you've claimed the room around your enemy's Heart, drop Skeletons and Vampires near it. They know enough to destroy it on sight.

Be sure to cast Protect Creature on anything going into battle. Remember Conceal Creature doesn't work particularly well in combat.



After the blood has congealed, go back down to where the heroes were. Dig around the gold to the very south and liberate some Vampires and claim a Graveyard. Train 'em up and destroy the remaining Keeper. If you're having trouble, try laying down traps along the long corridors.

Dirty Method II

Be smart. What you need is greed and preparation. You need to get the Vampires that are hiding in the Graveyard to the south, but not until you are strong enough to defeat the heroes that stand in your way. Then you want to make sure you've got as many defenses up as you can.

Defeat the heroes in the corridor to the south. Go ahead and kill them, they'll die before telling you anything useful.

Plan your defense. The corridor that runs down the center of the realm is too wide to install doors. Use your Cave-In spell to close it up, then have your Imps fortify the walls, and install some Steel doors. Do this both on the northern half — nearest your dungeon — and on the southern half — nearest that gold-rich territory.

Pass Disease. There are tunnels that snake down the eastern and westernmost sides of the realm. Pick one and dig it out. Put lots of doors in the area close to your dungeon. Lock one of the doors so your Imp doesn't get distracted and run off to polish a wall or something. Don't tag the last square of gold ... let your Imp go back and claim all the territory in the tunnels. Then direct him to dig out the last square and run into enemy territory, claiming territory as he goes. Sooner or later someone is going to see him and chase him back onto your territory ... that's what you want. When the creature steps onto your territory, cast the Disease spell on it. Then when it kills your Imp, it should return to the enemy dungeon, spreading plague to all it meets. That will weaken your enemy. If the enemy "carrier" is an Imp, don't let your Imp kill it. If the enemy carrier is an Imp who kills your Imp and begins claiming territory, drop a weak monster nearby to frighten it back home.

Fight near your own territory. Try to keep the big all-out brawl somewhere near your territory, so you can drop reinforcements nearby. If the battle starts to shift into the deeper regions of your enemy's dungeon, hit an Imp with the Speed Creature spell and have him start claiming any rooms he can. If he gets attacked, zap his attacker with a Lightning Strike spell. Then haul your Imp back and have him start working again. Remember, Imps don't work well if they hear a battle going on.



Rumor has it ...

There are Surprise Boxes in the southern quadrants of the realm. Dig east and west from the southern grave site to find them.



Business Advice

In an all-out war, never underestimate the use of doors.

In a battle of resource acquisition, put a lot of effort into building bigger than the competition. The eastern and western dungeons failed primarily in allowing themselves to feel secure, growing complacent and underbuilding.

- ◆ - Transfer Creature
- ◆ - Resurrect Creature
- ◆ - Increase Level

Stay rich. If you run out of money, it's no one's fault but your own. You should always have Imps digging out gold. 12 Imps is enough for everything you'll need them for ... but remember to keep the numbers up if they get slaughtered by hostile forces.



Business Brief

Starting Capital


Gold	20000
Imps	8

Local Resources

Bile Demon
Dark Mistress
Dragon
Fly
Hellhound
Orc
Troll
Warlock

New Technology

Hold Audience spell
Lava trap
Word of Power trap



Buffy Oak

Barrie, Bard of Buffy Oak

Instead of being given bars to sing, this buffoon should be put behind them lest his wailing should cause a Vengeful Siren to cover its ears. Then we can unleash our legions and see how his music-loving people dance to the rhythm of war drums.

Agenda

You have taken over an existing dungeon. Two rival Dungeon Keepers have allied in an effort to destroy you. Defend your dungeon well, then remove all traces of the enemy from this land.

Competition

Two rival Keepers, one southwest and one southeast. They have declared a temporary truce for the purpose of destroying your expansion.



Business Opportunity

At first glance it might seem as though there was only one other rival in this realm, but you know better from your spies' reports that the two other rivals have joined against you.

The river of lava buys you time to build up your forces.

The conveniently placed Gem Vein provides a way of maintaining the finances that the surrounding gold will let you accrue.

The pre-built dungeon is quite an advantage over the others. Don't hesitate to tear down walls when you need to, but don't forget that fortified walls around a room increase the efficiency.

❶ 4 Dragons, 1st level (unaligned)



Whack-an-Imp™

The Corporate Exec's version of Solitaire

If you find yourself with a bit of free time, see if you can find the enemy mining for gold. Give him a little taste of in-house starvation by smacking any of his mining minions with Lightning Strike. It improves your hand-eye coordination and gives your enemy a memorable migraine.



Action Items

Work fast. Double the number of your Imps first thing. Keep about half of them chipping away at those gems. You don't need to dig out so start laying down rooms.

Headhunt the local talent. Try to get a Fly if possible, then Possess it. Fly it outside and around the lava moat. You will find and claim four Dragons. As always, start training as soon as possible.

Dig out a wall and put a Lair down right next to the lava. Dragons thrive when their Lairs are next to lava. Don't be constrained to putting down rooms in the pre-made area. It's your dungeon now — knock down some walls when you want to.

Get a quick start. Don't ignore the gold just because you have a diamond block. Digging gold will help you get a head start, and as everyone knows, a stitch in time will cause several thousand to be sewn into your enemies' skulls.

Keep your advantage. It's a good thing to keep your thugs well trained and happy, but the financial aspect should always get top priority. Don't make your Training Room so large that you start spending money faster than you can mine it. This is not a gold-rich world, and you might as well make the most of your in-house gem mine.

Take the high, or center, ground. When you have researched a Bridge, bridge across the moat to the south. Get your Imps to claim it all if you can. Dig out the gold to the very east and the very west of the open area where there are hidden specials.

Try to lay down as many traps in the center area as you can. Also, take out the enemy Libraries ASAP. This will stop your creatures getting fried by lightning.

Crush the enemy Keepers. Charge the Dungeon Hearts. Leave a defensive force, then take a gargantuan force into the Dungeon Hearts, and don't stop till the fat lady drops dead. Not particularly sophisticated or cunning, but deadly.



Rumor has it ...

There's an Increase Level to the West, and a Reveal Map to the East.



Business Advice

In the above scenario, the only reason that the northern Dungeon Keeper stands any sort of chance against the combined effort of the other two Keepers is that not one of them has a firm grasp on the concept of strategic architecture.

The northern Keeper took a perfectly viable dungeon design and ruined it by knocking down more walls than was necessary. Also, he missed the opportunity to put down Dragon Lairs near the lava.

The western Keeper did not build doors. The eastern Keeper did not build large enough to attract many creatures, although the Library is suitably difficult for invaders to get to, and the Training Room is close to the entrance.

- ◆ - Increase Level
- ◆ - Reveal Map
- ◆ - Transfer Creature



Business Brief

Starting Capital

Gold	3000
Imps	4

Local Resources

Bile Demon
Dark Mistress
Hellhound
Horned Reaper
Troll
Warlock

New Technology

Destroy Walls spell

Lost Technology

Workroom
Hold Audience spell



Sleepiburgh

Seamus, Thane of Sleepiburgh

Another dullard with designs on your dungeon, this one would steal your hard earned wealth and do good deeds with it. Once we get our claws into him, we can show him the true potential of hedonism and waste. Just give us the word, Your Malevolence.

Agenda

Destroy the Lord of the Land, who stands between you and the hectares of desolation and woe.

Competition

Two rival Keepers and the forces of good.

You can expect Wizards, Giants and a good Knight.

Action Items

Advertise well. In a perfect world all the foul and despicable things that lurk in darkness would be queuing up for the chance to live in a dungeon as loathsome as yours. The world is far from perfect, though, and creatures have developed the nasty habit of comparative research. There are two other dungeons nearby, and if they have more Hatchery space or a bigger Torture Chamber, prospective employees won't even ask about your benefits package.

The answer is to create two large hatcheries and likewise two sizable Libraries as soon as you are able. As opportunities present themselves, build a Torture Chamber, a Workshop and a Scavenger Room. There is always a certain thrill to know that your forces vastly outnumber anyone you might meet.



Business Opportunity

The challenges are clear from a brief overview of the area. Three rivals competing for the same capital, labor force and expansion real estate.

There are intriguing rock formations in the southwest and southeast, but in this case only one contains anything worth investigating: an ancient Workshop can be found to the east.

There are two streams of lava in the midst of your initial holding; consider this when planning which rooms go where.

- ❶ 3 Wizards, 4th level; 1 Wizard, 8th level (white)
- ❷ 6 Thieves, 2nd level (white)
- ❸ 1 Troll, 10th level; 1 Horned Reaper, 1st level (unaligned)

Poke around the basement, and check all the closets. There is an abandoned Workshop not too far from you, in the very southeast corner of the realm. It might take a bit of looking, since there is a border of impenetrable rock that nearly walls it off from the rest of area. It's there, though, and there is a closet toward the back. Knock the door down, and see if anyone got left behind the last time the workers threw a party.

Train 'em hard. Truth is, this place isn't going to be very amenable to hostile takeovers. You're going to need a lot of hard hitting fighters to take on the locals, not to mention keeping pace with the Joneses to either side. If you have more than eight Skeletons, put half a dozen to work in your Library, and keep the rest working out in the Training Room.

Take a few surveys before making your decisions. Find out who is the weaker rival. Cast Sight of Evil, concentrating on the north side of the map. There's someone to the northeast, someone to the northwest, and an unused Temple at the dead center north part of the realm.

Don't muddy the waters. Leave the Temple alone until you're sure you can take on everything that comes out of it. Did you glimpse a Hero Portal when you sneaked a peak up there? There'll be a lot more coming out of that room than the handful of people who started off inside there.

Advance north, and don't forget the booty. Running out of money is bad. Get off the farm before the cash cow dies. Set your Imps to digging gold, then attack the weaker of the Keepers.

Kill and destroy. Killing creatures is an important part of job satisfaction, but the best thing to do is distract the Keeper with a pitched battle, meanwhile casting Conceal Creature on an Imp and guiding it to claim the rival Portal. Once that is taken care of, there won't be any eleventh hour insurrections. Turn your attentions to the other rivals in turn.



Business Advice

These dungeons have good points and bad points.

The western dungeon is too small. You can get by with fewer rooms, if they're huge, but putz around like this and you're asking to have your enemy stroll in, take over, and make disparaging noises about the decor while peeling your skin off in strips.

The eastern dungeon is better. More rooms, the entrance guarded by a Training Room, and only one exit/entrance. The Library would have been better placed nearer the back, and the rooms finished off and put to use.

The southern dungeon did not make use of the pre-made rooms, did not divert any energy into fortifying the walls (necessary for peak efficiency), and did not put a Lair on the lava.

-◆- Transfer Creature



Business Brief

Starting Capital

Gold 7500

Imps 8

Local Resources

Dark Mistress

Dragon

Hellhound

Orc

Troll

Vampire

Warlock

New Technology

Armageddon spell

Lost Technology

Poison trap

Lightning trap

Lava trap

Wooden door

Braced door

Magic door



Woodly Rhyme

Baron Byrne of Woodly Rhyme

Bravery and honesty; these two characteristics have made the baron a living legend in his own fiefdom. As soon as opportunity arises, we'll drag out the barbed corset and relieve him of these inhibitions. Then we'll get rid of the fiefdom just to be sure. We can hardly wait.

Agenda

Destroy the other two Dungeon Keepers.

Competition

Two rival Keepers.

Heroes: Archers, Dwarves, Witches, Barbarians, Samurai and a Knight.
All will be approximately 4th through 6th levels.



Business Opportunity

At first glance, this is a simple three-way vie for power. A closer look, however, reveals a hero fortress sitting in the center like an open sore.

There is enough money to fund any enterprise, and ample room for expansion, but the obstacles are significant, especially once the heroes break out.

- ① 1 Bile Demon, 6th level (unaligned)
- ② 1 Samurai, 10th level (white); 2 Ghosts, 3rd level (unaligned)
- ② 1 Samurai, 10th level (white); 2 Ghosts, 3rd level (unaligned)
- ④ 1 Knight, 10th level (white)
- ⑤ 1 Skeleton, 2nd level (unaligned); 1 Skeleton, 4th level (unalign.)
- ⑥ 2 Skeletons, 2nd level (unaligned); 1 Skeleton, 4th level (unalign.)

Action Item

Build, and build capital. Put down the four basic rooms, then immediately start digging out the gold. You have taken a good look at the local mines, haven't you? Then you know the vein to the northwest has gems. Go for the gold first, it's easier, but the gems are a good way of financing any upcoming expansion ideas.

Don't tease the locals — they bite! In the center of the realm there is a lake. In the center of the lake, there is a Heroes' Fortress. They have absolutely no sense of humor about your tumor-like growth in their peaceful little grotto. Don't knock on their door until you're ready to move in and move them out.

Be greedy. Look at that gold that is closest to your Dungeon Heart. It's yours ... all yours. Don't let anybody near it. Don't let anyone else even think about touching it. Have your Imps mine it out and bring it to your Treasure Room where you can roll in the glinting piles and listen to the muffled clinks as they cascade onto the tile floor.

Mine out the outer edge of the gold veins first, then put your Imps to work fortifying the walls. You want to make sure, right off the bat, that both veins are secure before you begin digging the rest out.

This amount of gold should be enough to bring in a small army of creatures, and support their training habit up to 7th or 8th level.

Be sneaky. The Bile Demon that is incarcerated behind the gold would be a charming addition to your motley crew. The only problem is that digging out to get her includes letting the cruel outside world in. Dig out by hugging the Impenetrable Rock to the east, and fortifying the walls. Then, when you think you are about to dig out, line that corridor with traps and doors. Then have a select Imp run out and dig through to the Bile Demon. A bit of Possession does wonders to keep it concentrating on the task.

Be vicious, cruel and horribly violent. Once you break into the lake, the heroes know where you are. Take the battle to them, and have your gibbering hordes of maddened thugs and goons rip their heads off without mercy.




Business Advice

These dungeons have some thought put into them. Note how the Libraries are always paired with Training Rooms, and how the entrances are few and restricted.

The northern dungeon needs to spend a bit less time expanding and more time putting up wall fortification and putting down doors and traps.

All three dungeons have gem mines, yet neglected to put Treasure Rooms nearby.

- ◆ - Increase Level
- ◆ - Make Safe (23)
- ◆ - Increase Level, Locate Hidden Land
- ◆ - Transfer Creature



Business Brief

Starting Capital

Gold 27500

Imps 8

Horned Reaper 2

Warlock 1

Local Resources

Bile Demon

Dark Mistress

Dragon

Hellhound

Orc

Skeleton

Tentacle

Troll

Warlock

New Technology

Must Obey spell

Lost Technology

Boulder trap

Lava trap

Lightning trap

Braced door

Wooden door



Tulipscent

Simon, Earl of Tulipscent

May mushroom spores fill the lungs of this heathen until the longest day becomes the shortest, for he advocates gardening. As soon as he shows up, my Lord Maker of Deserts, we guarantee we'll plant one on him. Master! Though he is yet many leagues afar, already his scent assails us!

Agenda

Subjugate your enemies, fighting through the slime and the blood for ultimate victory.

Competition

One rival Keeper, plus scattered fortresses for the cause of light.

Action Item

Make a business plan. First order of business is to get your rooms built up and your creatures trained. Tulipscent is no tiptoe-fest — in fact, it's a set-up. The best thing you can do is ignore the pre-fab dungeon and expand to the north and west. Keep your Imps busy mining gold (or gems — of course you noticed the gems) and making rooms to entice new creatures into your domain.

Explain the concept of “other duties as assigned.” Try putting your Horned Reapers into the Library. You may find that it makes your Skeleton a bit trigger-happy, and all that exercise is a good learning experience. Really.

If they aren't happy, make them die with the complaint on their lips. Now these are troubled times, and some of your creatures know it. They get jittery if they can't kill people, and training just won't satisfy them after a while. That's not their decision to make, however. You're the boss.



Business Opportunity

First thing to notice is that your dungeon is connected to someone else's by a few doors. Granted, they are Magic doors, but the sort that can be knocked down by a determined effort.

Upon closer examination, the land is crawling with buffed-up heroes, angry at your putrid presence, and prepared to scourge the land of, well, any scourges they encounter ... like you.

- ① 1 Imp, 1st level (unaligned)
- ② 1 Samurai, 10th level (unaligned); 1 Witch, 9th level (unaligned)
- ③ 2 Wizards, 5th level (white)
- ④ 4 Archers, 4th level (white)
- ⑤ 3 Dwarves, 5th level (white); 1 Witch, 3rd level (white)
- ⑥ 7 Barbarians, 4th level (white)

If a creature gets annoyed, check to see how many others there are like him. If it's the Horned Reaper, and you only have the one, the best thing to do is put her in Prison and slap her to death. It might seem like a waste of resources, but she'll only annoy the others, go on psychotic rampages, and in general make a nuisance of herself. And besides, why should your minions get all the fun? Killing someone with your bare hands keeps the wrists limber.

If she is not a one-of-a-kind, it's still a good idea to segregate her. If she's not annoyed, but is still picking fights with the others, let them kill her. It's good for their morale, and it keeps the work ethic alive.

Rig the doorbell. Traps are to dungeons what screams are to torture. You can try to do without, but it's not worth the effort involved. Put down some around your Dungeon Heart, of course, but especially in the outlying areas where your troops might face incoming invaders.

Strike out. Expand north and west first, away from the majority of the ready-made dungeon area. There are already quite a lot of traps in place, so you should get a fair amount of warning before anything unrecoverable happens. In fact, why don't you make it a certainty, and plant an Alarm trap when you get the opportunity. Then, assured that a rear attack can be met and repulsed, keep making your way north and west, building and training, exploring and mining.

First Blood. Your first target should be to the northwest, followed by the guys to the center east. The goal is to get a jump on the others. There is a Special in the northeast, but it is best saved until later. The Turn to Chicken spell will come in handy with a little practice.

The heroes are waiting for you, and generally they'd be best saved until last, since they aren't building up a force like your Rival is. However, in this case we'll bump up their priority. You want the extra Portal. If you can grab it without setting the heroes loose, so much the better.

Last Blood. Crush the rival Keeper. Remember, when they barricade the door, go in through the side. Set an invisible Imp to claiming the territory under his nose, and then drop your forces in to destroy his Heart. Why fight fair?



Business Advice

Although it is tempting to simply set up shop around the Gem mine, it is wisest to mine out any gold nearby before you commit your Imp resources to the Gems.

Although both dungeons in the above scenario set up a Treasure Room close to the Gem area, they should have built Treasure Rooms even closer.

The rooms are all fortified, separated by corridors and doors, and traps have been laid down — nicely done.

The only thing lacking is any sign of expansionistic exploration.

- | | | | |
|-------|------------------------|-------|--------------------|
| - ◆ - | Spell: Turn to Chicken | - ◆ - | Resurrect Creature |
| - ◆ - | Transfer Creature | - ◆ - | Transfer Creature |



Business Brief

Starting Capital

Gold	7500
Imps	8

Local Resources


Bile Demon
Dark Mistress
Dragon
Hellhound
Orc
Tentacle
Vampire
Warlock

New Technology

Cave-In Spell
Graveyard

Lost Technology

Bridge
Armageddon spell
Destroy Walls spell
Disease spell
Heal spell
Hold Audience spell
Sight of Evil spell
Turn to Chicken spell
Braced door
Wooden door



Mirthshire

Russ, Earl of Mirthshire

Never in all our excursions have we encountered anyone so infuriatingly beatific as this earl. Verily, as soon as he takes one step into your domain, he will be peeled, layer by layer, and the sheets of his flesh shall hang in every desperate alcove. If that's all right with you, Your Belligerent Sliminess?

Agenda

Your location is already known to the heroes of this land. They have mobilized their forces against you. You must destroy them utterly.

Competition

Archers, Thieves, Dwarves, Barbarians, Giants, Fairies, Monks and a Witch.

Action Items

Build a dungeon. This should be second nature by now. Build all the rooms you think you'll need, and dig out the gold.

Expand carefully. It's best to expand directly toward the gold to the far east, a bit on the north side, since the heroes have Portals set up to the southwest, south, southeast, north and northwest. Yes, you could go straight west, but there's more than half a dozen adventurers lying in wait on the other side of the gold.

Dig out all the gold, research rooms and spells, and prepare. If you can free up enough headcount to keep your walls fortified, you will truly be sitting pretty. You want at least a handful of Dragons, Bile Demons, Warlocks and Dark Mistresses by the time the heroes start to launch their attacks. As soon as they do, the gloves are off.



Business Opportunity

At first glance, it might appear that you are alone in the realm. Your spies, however, have already notified you that the heroes have moved to oppose you. Slaughtering them will add some life to this backwater location.

The good news is that there are no rival Keepers in the area to distract you from your mission of mayhem and maiming.

With a bit of research, it becomes obvious that the heroes have built outposts in the fringe area. Once a cavern is breached, reinforcements will no doubt begin arriving.

- ❶ 5 Fairies, 5th level (white)
- ❷ 2 Archers, 6th level (unaligned)
- ❸ 6 Dwarves, 3rd level (white)
- ❹ 2 Archers, 3rd level (white)

Fight fast, fight hard. Lets talk about all that tempting gold just to the west of your dungeon. Once the fighting begins, have your Imps dig through the gold to the far side. Yes, yes, you'll lose some Imps when the fighters round on you (unless, if you wanted to be generous, you could protect them with a spell of Conceal Creature), but you can always make more Imps.

Prioritize. The first important thing right now is to get your hands on that Surprise box. It's a Multiply Creature spell. That will buy you breathing time while the rest of your nefarious plan gets put into action. If the vapid little Imps don't start claiming territory in the direction of the Surprise box, Possess one and do it right. Good help these days

The second important thing is to claim a second Portal, if you haven't already. There are nearly half a dozen hero Portals in your neighborhood.

The third most important element of crisis management is to make sure your troops aren't having their life fluids flung on the walls. Keep an eye on any battles, and step in with Protect Creature when you can.

Keep the cash flow flowing. There shouldn't be any heroes stalking around the gold anymore. If there are, carnage seems the only solution. Put down a new Treasure Room and keep the coffers full.

Meet the neighbors. Did you notice the Prison to the north? Some murderous Archers were caught in the act of using kittens for target practice. Such fine qualities must not go unrewarded. Break them free.

Laugh madly and revel in the free-for-all. There are enough heroes in here to keep you knee deep in the spoils of battle, if your creatures are good enough to take it from them. Have your merry troops bring some of them to the brink of death, and then haul them off to your fetid Prison. It's a pretty good thing to have a Skeleton or four wandering through your halls when all the forces of light know where you live. Besides, think of the despair of their fellow fallen comrades when they see a once valiant noble comrade join your forces with a bony grin.

Take a risk for a reward. Now that your murderous employees are having a grand old time gouging eyes and skewering stomachs, take several of your best and brightest and stroll down to the little room in the southwest corner. There are a couple of common toughs there, and there's also a Surprise Box that will increase all your creatures' levels.



Rumor has it ...

There will be at least seven waves of heroes.



Business Advice

The above scenario shows good use of room variety. Extra Torture Room space will bring Dark Mistresses, and multiple Lairs keep creatures from killing each other.

- | | | | |
|-------|--------------------|-------|---------------------|
| - ◆ - | Make Safe | - ◆ - | Locate Hidden World |
| - ◆ - | Multiply Creatures | - ◆ - | Increase Level |

Prepare for the Hero of the Realm. Send your Imps off for more gold. Send your Warlocks off for more training. Send the Mistresses off to the torture tables. These moments of tranquillity are few and short lived. Keep an eye out for the head of the Happy People. When you see him, throw all you've got at him. After that, there's nothing left but putting the heads on pikes and dancing 'til dawn.



Business Brief

Starting Capital

Gold	10000
Imps	10

Local Resources

Bile Demon
Dark Mistress
Dragon
Hellhound
Orc
Tentacle
Troll
Vampire
Warlock

Lost Technology

Armageddon spell
Cave In spell
Destroy Walls spell
Disease spell
Hold Audience spell
Must Obey spell
Turn to Chicken spell



Blaise End

Viscount Lamport of Blaise End

The viscount is a member of rare breed, soon to be extinct. When his warrior and warlock friends have all perished in this, your most forlorn labyrinth, he will tread the same inevitable path to his doom. It's in moments like these that you really appreciate the pain of anticipation.

Agenda

Pit your forces against the local Good Guy militia.

Competition

Thieves, Archers, Barbarians, Dwarves, Witches, Fairies.

Action Item

Build Rooms, Get Gold. The gold to the southwest is undefended. The two arcs of gold are also available, but the trick is to not dig too far north before branching off to the east and west for the gold. In the center of the map is a nest of heroes that you'll need to prepare for before confronting.

Make friends, and use them like a dirty rotter. You don't want to dig directly north, toward the Portal, until you're strong enough to handle the five adventurers there. Instead, dig along the inside of the two arcs of gold for the unaligned creatures that lurk there. In fact, dig east from the very center of the eastern arc of gold, and you'll discover some dauntless creatures who would love to be your miserable sycophants. Just open the door and they'll sign right up.



Business Opportunity

- 1 Inner Fortress: Vampire, 5th level (unaligned)
expect 25 - 30 heroes and Skeletons (white)
- 2 Outer Fortress: Dragon, 3rd level (unaligned)
expect 9 heroes and a Dragon
- 3 2 Fairies, 8th level (white)
- 4 2 Witches, 5th level (white)
- 5 2 Skeletons, 2nd level (unaligned); 1 Giant, 2nd level (unaligned)
- 6 2 Spiders, 1st level (unaligned)
- 7 3 Bile Demons, 4th level (unaligned)
- 8 5 Monks, 4th level (white)
- 9 2 Tentacles, 1st level (unaligned)

Lie low and build up your forces. Striking while the iron is hot does not mean striking before you've got a hammer. Follow the logic? You want the light of studious researches ruining your minion's rheumy eyes with reading before you even consider taking on a lot of heavily armed and righteously angry warriors. Build up a big Library, and keep Skeletons and Dragons working in it.

How can you keep the heroes at bay? Fortify your area! Dig two tunnels all the way across from east to west, one going east from the northernmost part of your existing dungeon, the other going west just below the level of the bottom of the arc of gold.

Lurk in the shadows and take notes. You're going to have to plan a decisive strike against the enemy, and that means knowing where everything is. Dungeon Keeper Management Academy shows you the blueprints, but if you prefer the laborious approach, use Sight of Evil until you know their home as well as your own.

Lock up behind you. Put all your traps in the dungeon, around the Heart and any place where heroes would first break in. Particularly useful are Boulder traps in long corridors — say, didn't you dig long corridors at the very place where heroes would come knocking? How very shrewd of you!

Be a leader among minions. Create an unstoppable army and take over control of a strategically important creature. Invisibility is a good skill to have when you're heading into the thick of things. Long range attack abilities are also good. Take command and march to the enemy's castle Heart, and destroy it. Remember, it's good to kill everyone, but it's better to destroy the source of their power. Don't try to take over the whole castle. Do it a room at a time, always heading to the Heart.

Leave your Imps to amass more gold, needless to say.

Cut off the head, the rest will follow. Destroy the Heart, and you demoralize the rest. Don't worry, that doesn't mean you can't kill them, too, it just means they won't mind as much. You can't have everything, you know.



Rumor has it ...

There are a lot of heroes on this level. Be prepared to fight hard and often.



Business Advice

- ◆ - Resurrect Creature
- ◆ - Reveal Map
- ◆ - Resurrect Creature
- ◆ - Increase Level
- ◆ - Destroy Walls spell
- ◆ - Lightning Strike spell
- ◆ - Steal Hero
- ◆ - Steal Hero



Business Brief

Starting Capital

Gold	3000
Imps	8

Local Resources

Dragon, 4th Level, unaligned

Lost Technology

Training Room
Armageddon spell
Cave-In spell
Destroy Walls spell
Disease spell
Heal spell
Lightning Strike spell
Must Obey spell
Protect Creature spell
Turn to Chicken spell



Mistle

Sir Jeffrey of Mistle

Also known to our scouts as Sir Jeffrey the Unsuspecting, Sir Jeffrey the Blissfully Unaware, Sir Jeffrey the About To Get It In The Neck and Sir Jeffrey the Oblivious. This shows how far we have come, Master, despite a long journey, heavy of toll. Not that we're complaining, Eternally Capricious One ...

Agenda

Destroy the enemy's Heart, which lies in a small enclave to the east.

Competition

The massed forces of good are in place, but are too nervous, cautious or stupid to launch a pre-emptive attack. They'll wait in place, satisfied to try to skewer you when you come knocking.



Business Opportunity

- ❶ 21 Heroes, 3rd and 6th level
- ❷ 3 Barbarians, 4th level
- ❸ 2 Barbarians, 4th level
- ❹ 16 Skeletons, various levels
- ❺ 3 Tentacles, 5th level
- ❻ 4 Fairies, 4th level (white); 2 Dragons, 4th level (unaligned)
- ❼ 4 Monks, 3rd level

Action Items

Make yourself at home. You arrive in a not-so-ancient and definitely deserted dungeon, which is yours for the taking. The previous tenants locked up when they left, but it is a simple matter to knock doors down, or better yet, simply have your Imps dig through the soft earth around the doors.

Invite the neighbors over. The heroes that surround you on all sides make excellent soldiers for your own dark army, so be sure to imprison them and spend time trying to convert them to your side. Remember to toss them a chicken now and again.

Take the gems for your own. To the southeast there is a block of 4 gems. Digging out the sparklies gives you plenty of venture capital for your local endeavors.

Take a stroll around the premises. Once you have gold, invade the hero fortress to the northwest. It would be best to send an advance scout, but let's face it, you don't have the best and brightest minions. The clear choice is to take things in hand, Possess an Imp and do the scouting yourself.

Don't waste a lot of time making witty ripostes with the enemy. Dodging and parrying is likewise a waste of time. Blast them to ashes where they stand. You've got piles of gold, right? Then why not put it to good use and cast Lightning Strike on the noble-browed do-gooders that stand in your way. Anyone 6th level or above should be flash-fried.

Have a laugh. Once you meet the lord of the land, why not throw a party and set his erstwhile companions against him? By this time you should have a fair number of converted hero-types ... use them as your front line soldiers. Bwa haha!

Make the final stab to the Heart. To complete your victory you must still defeat the enemy dungeon. Muster your forces from the hero kingdom and head to the enemy fortress. If you tunnel straight down from the far right hand side of the map you will encounter an enemy fortress. Be a cunning villain, and sneak into the enemy's Dungeon Heart chamber. Set your best creatures to the task of destroying it. If your sneaking was professionally snuck, you will encounter little resistance.



Business Advice

- ◆ - Destroy Walls spell
- ◆ - Heal spell
- ◆ - Protect Creature spell
- ◆ - Steal Hero
- ◆ - Lightning Strike spell
- ◆ - Resurrect Creature



Business Brief

Starting Capital

Gold 20000
Imps 8

Local Resources

Bile Demon
Dark Mistress
Dragon
Hellhound
Orc
Troll
Vampire

Lost Technology

Bridge
Armageddon spell
Destroy Walls spell
Hold Audience spell
Sight of Evil spell
Lava trap
Alarm trap
Wooden door
Braced door



Skybird Trill

The Avatar

Truly a legend this way cometh. The locals believe their hero is from another world. As if we care! Blades, blunt objects, immense forces, magical energies — they all work every time. Ultimately, one squishy creature is pretty much like another. Still, no harm in testing the theory again.

Agenda

Defeat the rival Keeper, and bring the Avatar to his knees.

Competition

The rival Keeper in the northeast area of the realm.

The Avatar, who is imprisoned by the rival Keeper.

Action Item

Isolationism is a good start. Fortify your position and do your research. Keep an eye on the other Keeper, but don't get spooked into acting rashly. Keep your Lair and Hatchery larger than his, if you can afford to. The entire area south of your Dungeon Heart is "safe." Granted, you want more, but your evil empire must be steady before you begin your march.

Get your finances in order. Dig out all the gold and set your Imps working on the gems. You'll want about a dozen Imps chipping away at the sparklies at all times.



Business Opportunity

It doesn't take too much peeking around the district to discover that not only are you not alone, you are not in control of the situation ... yet.

The other Keeper has already captured the Avatar, and is still lost in the pleasure of planning his protracted demise. You shall have to relieve his mind, and his Prison, of such a heavy responsibility.

- ① Avatar, 10th level (white)
- ② Witch, 10th level (white); Horned Reaper, 10th level (white)
- ③ 4 Flies, 1st level (unaligned); 4 Beetles, 1st level (unaligned)
- ④ Horned Reaper, 10th level (unaligned)
- ⑤ 4 Tentacles, 10th level (white)

Do or die. This is serious war, and there's no room for bleeding heart, happy-happy management techniques. Use your Must Obey spell to keep the researchers researching, the stronger creatures training, etc. Build big, build constantly, and keep those Imps digging!

Take over the central castle. There is one path to the castle in the center of the realm. Since the Avatar is currently being held under lock and key, the defenders are mostly home, cowering under their beds. And well they might.

When you feel your forces could take on about half-a-dozen 10th-level warriors, break out and head for the castle. It's got traps, so it's not a cakewalk, but once you've defeated the guards in the moat, you can take over the entire thing with just a handful of Imps.

Don't forget to destroy the Dungeon Heart. That's the important thing.

Yes, you could try going in the back way, and starting off with the Avatar, but you really, really don't want to do that.

Get 'em before they get yours. What you're going to want is a Scavenger Room fully stocked with Vampires. Don't bother with imprisoning fallen opponents ... just skewer them and stuff the stiffs in the Graveyard. The work the Vampires do is going to be much more vital in the long run.

Tackle the enemy Keeper ... and then call a time out. If you've done your job right, you've got an army capable of defeating the enemy. Go in and stomp them until there's nothing but red jelly on the floor.

Then let your forces recover. Let them sleep. Heal the ones who are hurt. Hand out the chickens and compliment them on their haircuts. When they're all bright-eyed and spikey-tailed, go and kill the Avatar.

(If you're very skilled, perhaps you could imprison him. That would be an accomplishment.)

Actually, it isn't *that* hard to kill the Avatar. The trick is that he doesn't stay dead. Then all his friends – the ones that were home hiding under their beds, remember? – will come screaming into the dungeon. You will have a major battle on your hands. They'll throw everything they have at you, no quarter given or expected.

Destroy the last remaining defenders of Goodness. Paint the world red with blood. Pave it with skulls. Then go and relax with a cup of tea.



Business Advice

Both dungeons in the above scenario are well build and defensible. The central dungeon can be used as pre-fabricated dungeon rooms, but don't assume that because you've claimed it, it must be safe. Keep all the things you cherish locked safely behind sturdy doors in your original corner of the realm.

You may have seen the frustrating quandary of two Specials in an abandoned hero nook to the southeast. There is no way to claim that territory, since it is blocked entirely by water or impenetrable rock. Gnash your teeth and tear your hair ... there is no way to get those two boxes.

- | | |
|--------------------------|--|
| - ♦ - Resurrect Creature | - ♦ - 2 Increase Levels (unaccessible) |
| - ♦ - Increase Level | - ♦ - 2 Increase Levels |

Business Brief

Business Capital

Gold 0

Imps 6

Local Resources

Bile Demon

Dark Mistress

Vampire

Giant

Objective

You must conquer this realm in first person.

Hidden Realm #1

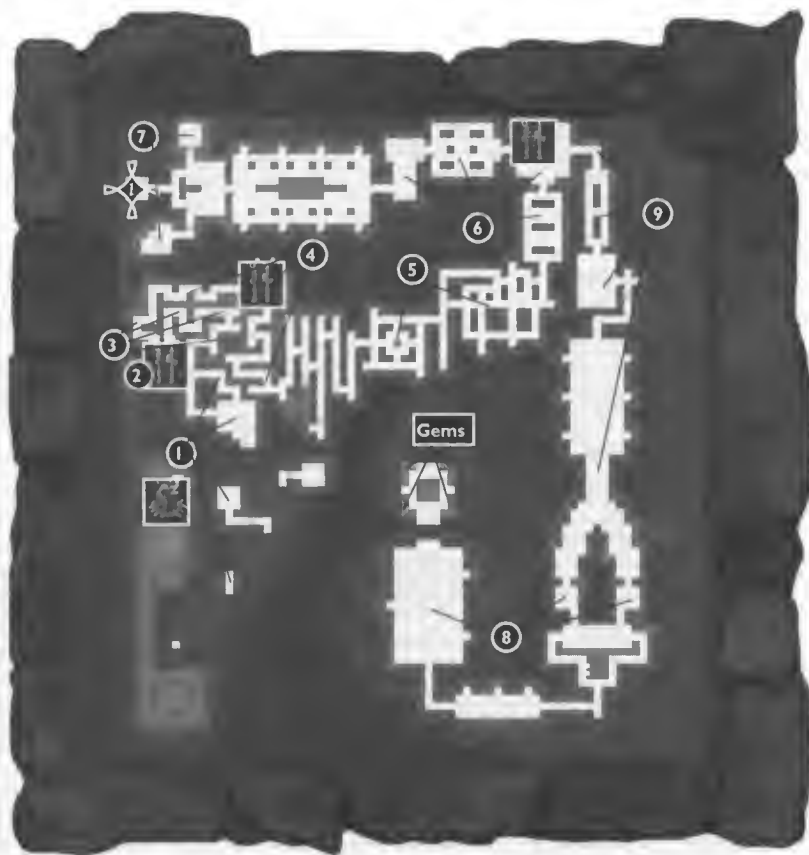
This realm is a delight for Keepers who can't stand to let someone else do the work. There is no money, no building, only possession and carnage.

Theoretically you could probably get through the whole dungeon using only the Dragon, but then how would you be able to express the gamut of your evil inclinations?

- 1 2 Archers, 3rd level (white)
2 Archers, 3rd level (white)
2 Barbarians, 3rd level (white)
1 Giant, 3rd level (white)
- 2 1 Bile Demon, 3rd level (unaligned)
- 3 2 Barbarians, 2nd level (white)
1 Wizard, 4th level (white)
2 Archers, 2nd level (white)
1 Wizard, 5th level (white)
- 4 2 Dwarves, 2nd level (white)
4 Dwarves, 4th level (white); 1 Dark Mistress, 8th level (unaligned)
1 Dwarf, 2nd level (white)
- 5 1 Dwarf, 2nd level (white)
7 Thieves, 1st level (white)
- 6 2 Samurai, 4th level (white)
1 Vampire, 8th level (unaligned)
3 Monks, 4th level (white)
6 Archers, 2nd level (white)
- 7 5 Fairies, 5th level (white)
- 8 1 Knight, 2nd level; 1 Knight, 2nd level (white)
8 Monks, 9th level (white)




Increase Level



- 9
- 1 Giant, 5th level (unaligned)
 - 1 Witch, 6th level (white)
 - 2 Archers, 5th level (white)
 - 2 Dwarves, 3rd level (white)
 - 1 Giant, 4th level (white)

 - 2 Samurai, 4th level; 1 Barbarian, 4th level (white);
1 Giant, 6th level (white)
 - 4 Dwarves, 3rd level; 2 Giants, 6th level (white);
9 Fairies, 3rd and 4th level; 4 Samurai, 4th level (white);
2 Barbarian 4th level (white)



Business Brief

Business Capital


Gold	1200
Imps	50

Spells

Possess Creature
Lightning Strike

Objective

All Imps must die.



Hidden Realm #2

The Imps have all turned rogue and must die. Actually “rogue” is an odd term for forming a union of Dungeon Workers, but death is still called for.

The good news is that the daft little nits will still mine gold whenever you ask, mostly because it's the thing in life they most love to do. It isn't pivotal in their career plans, and they'll do it no matter what opinion they have of you.

Set your Imps to work digging out the gold. You'll need the money.

Meanwhile, possess a 10th level Imp and break through the Steel door. Set your highest-level Imps digging away to the south, as far as they can in a straight line. When it bends to the west, stop digging.

Next, grab up a handful of your highest-level Imps and have one dig to the north. You'll uncover a Boulder trap. When the boulder starts rolling, drop your high-level Imps in front of him, especially after the boulder passes the exit doorway and the Imps have no way to escape.

In fact, there's another boulder trap a few tiles north of the first. Do the same maneuver to smear the union's bestest and brightest on the cold gray stones they so painstaking laid down during the dungeon's opening ceremony.

Next, you get to feed the doggy. Dig out the Hellhound, and drop your lowest level Imps in front of it. It really wants to destroy your Dungeon Heart, but it will stop to eat a few Imps on the way.

Don't let the higher-level Imps gang up on him.

Use your Lightning Strike on your Imps (via the Battle Bar) to speed things along.

At this point it's just a matter of feeding Imps to the pooch until they're all gone ... except ...

When the last Imp is gone, about a dozen more 10th-level Imps appear out of nowhere, but just keep on feeding them to old Cerberus, and everything will turnout happily blood-drenched in the end.



- ① 1 Hellhound, 9th level
- ② 50 Imps, various levels



Business Brief

Business Capital


Gold	120000
Imps	50

Spells

Possess Creature

Objective

All Imps must die, and you transfer the bulked-up Reaper to your next realm.



Hidden Realms #3

Oh, the Savagery!

This is a exercise in how gratuitous you can make your violence.

Select one of the small rooms with a door. A good one can be found to the northwest.

Lock the door. Heh, heh, heh ...

Select your eight most powerful Imps and drop them all in the locked room.

Now, select your eight weakest Imps, and drop them in the room with the rest of their doomed brethren.

(Selecting the eight most and least powerful Imps allows you to pick up 16 Imps. If you took the time to pick up the creatures by hand, you'd run out of time. If you picked them up by clicking on the Imp icon on the Creature Panel, you'd only pick up the top eight. Selecting from the bottom as well as the top of the experience pool keeps you from picking up the same Imps over and over.)

Now's the fun part. With the little brown diggers all scurrying around in a panic, you cast Cave-In about fifteen times. That'll crush about a third to a half of them.

Continue selecting the top and bottom sixteen Imps, and casting Cave-In until either all but one of the Imps are pummeled into a chunky marinara sauce, or you run out of money to cast Cave-In.

Warning! If you run out of money entirely, your Dungeon Keeper license is revoked. Why, the administrative staff won't say. So if you almost run out of gold, but have enough left over for one last Lightning Strike, **don't cast it!**

If you run short of gold, just slap all but the last Imp to death. It keeps the wrist supple.



① 1 Horned Reaper, 3rd level (unaligned)

◆ 4 Increase Level

◆ Transfer Creature

What about the last Imp?

Pick up the last Imp and drop it in the Training Room to the north. Possess it and break down the door to the north. Claim the territory, break down the next door; and once the Horned Reaper is yours, use the Increase Level Specials, followed by the Transfer Creature Special.

Encourage the Horned Reaper to kill the last Imp. That's how we negotiate in these parts.



Business Brief

Business Capital

Gold 12000

Imps 1

Local Resources

Skeleton

Spell

Possess Creature

Conceal Creature


Heal

Protect Creature

Destroy Walls

Objective

Reserve the captive for use in your next realm.



Hidden Realms #4

Rescue the Maiden ... Priestess ... Witch ... whatever

Time is the crucial element in this location! Any thug can hack his way through impossible odds, but you can't stop the relentless flow of time. You can pause it, but you can't stop it.

Besides, who wants to play by the rules.

Command your Imp to dig out 9 tiles to the west. There is only one square that is "asking" to be dug, so start there. It's quicker.

Then have the Imp dig straight north until it hits impenetrable rock. Tag one tile to the east, then select Destroy Wall. Once the Imp has finished digging all the tagged rock, cast Destroy Wall on the fortified wall that is exposed.

Immediately tag the destroyed wall.

Quickly return and Possess the Skeleton. Head up the newly dug tunnel, and out through the wall which your Imp has finished digging through.

Continue east through the fortress corridor until you trigger the Boulder Trap. Turn around and run back the way you came, but, turn south at the fortress passageway before you reach the tunnel entrance. After the boulder has passed you, continue your journey east.

Head north at the first intersection and cut straight across the room to the passage on the east wall. Run quickly: you'll be triggering several Boulder traps.

Continue along the passage until you reach the door leading north. Break through the door and head east through the passage and then south to the next door.

Break through this door and free the Witch and the Imps.

In a poetic turn of events, the Boulder traps you triggered are rolling around the castle, grinding the noble defenders into paste.

Victory is yours.



- ❶ 1 Fairy, 3rd level (white)
- ❷ 2 Archers, 2nd level (white)
- ❸ 1 Archer, 2nd level (white)
- ❹ 1 Witch, 9th level (unaligned); 2 Imps, 1st level (unaligned)
- ❖ Transfer Creature

Take the lady home

Leave the Skeleton and activate the Transfer Creature Special back at your Dungeon Heart. Be sure to get her transferred before she is killed by the Boulder traps.



Business Brief

Business Capital

Gold	0
Imps	1

Local Resources


Demon Spawn

Spell

Possess Creature

Objective

Run the entire gauntlet of this realm.



Hidden Realm # 5

The whole trick is teamwork between the Imp and the Demon Spawn. One is the explorer, and one is the "follower."

One thing to keep in mind is that your Imp is 10th level, and can therefore teleport at will. Teleporting is fun, and the Imp will do it just to relieve boredom ... and in this area, that can be fatal. Tag the gem vein to give the little digger something should some spare time suddenly appear.

First off, get the three Increase Levels to buff up your Demon Spawn. Note that you own all the territory in the lava room to the north. Don't make the Imp or the Demon Spawn run past the Archers, just drop them where you want them. You even own the territory through the doorway, so once the door is open you can just pick up the Imp and drop it in out of range of the Archers. Or slap it in, that works, too.

You'll need to do most of this in first person. For instance, you can lure the Samurai out one at a time, and let the Demon Spawn cut him up.

When you claim the Hatchery, don't forget to drop some chickens on the Demon Spawn.



- ① 4 Archers, 1st level (white)
- ② 2 Samurai, 1st level (white)
- ③ 2 Samurai, 3rd level; 1 Archer, 4th level (white)
- ④ 3 Archers, 8th level; 3 Wizards, 6th level (white)
- ⑤ 1 Imp, 1st level (unaligned)
- ⑥ 8 Barbarians, 2nd level (white)
- ⑦ 1 Knight, 9th level (white)
- ◆ 3 Increase Levels
- ◆ Increase Level
- ◆ 2 Increase Level, Resurrect Creature, Steal Hero
- ◆ 2 Increase Level, 2 Make Safe
- ◆ Transfer Creature

Business Brief

Business Capital

Gold	3000
Imps	0

Spells

Possess Creature
Create Imp
Lighting Strike

Objective

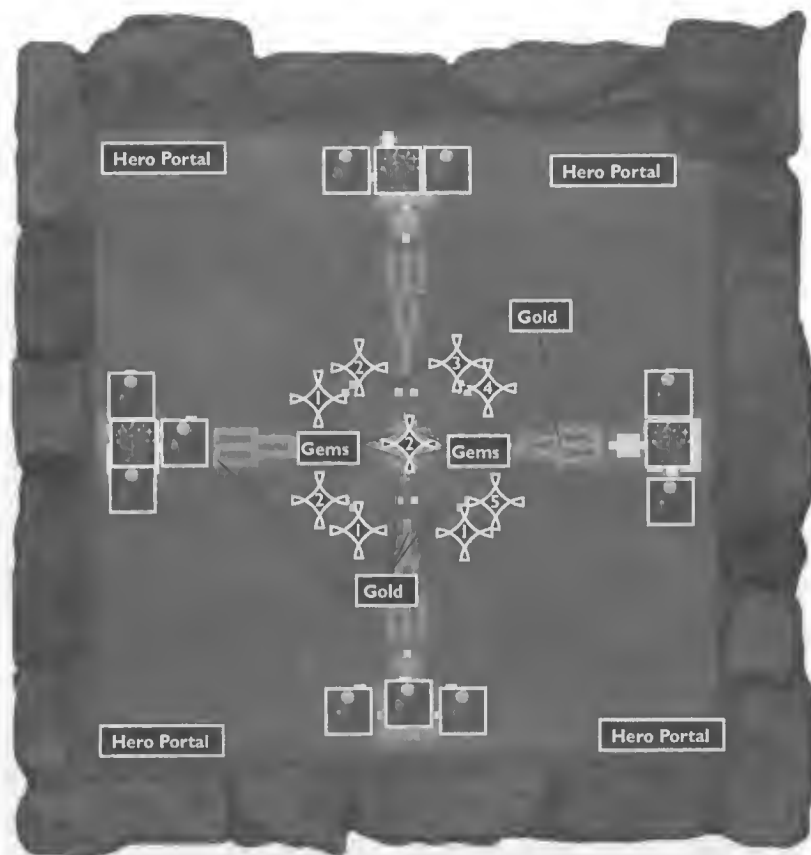
Wreak mayhem

Hidden Realm #6

The secret to this realm is common, ordinary nasty-mindedness.

- *Kill any Imps you see that aren't on your payroll.*
- *Grab all the gold.*
- *Slap everyone you can get your hand on.*
- *Grab all the goodies.*
- *Fortify to the southwest first.*

If you are the sort to cheat at solitaire (and well you should be!), let the automatic Major-Domo (click on the letter "C" near the Overview Map) give out your orders and put the fear of pain in your workers. Once all the Imps get killed due to the Major-Domo's savage discipline methods, or enemy invasions, you can take the reins back.



- ◆ - *Reveal Map*
- ◆ - *Increase Level*
- ◆ - *Make Safe*
- ◆ - *Must Obey spell*
- ◆ - *Speed Creature spell*

Multiplayer Realms

By now, Keeper, we hope you have availed yourself of the information that has been offered through our Dungeon Keeper Management seminars. Your task will only grow harder, and we can no longer help you. The pages to follow contain maps of each of the realms left to conquer. Information is scarce. A thorough “coaxing” of available informants has revealed only information on the **number** of rival Keepers believed to be setting up shop in the area and a few local surprises.

Unfortunately, our investigations into the nature and abilities of these rival Keepers has turned up little information. They seem to be newcomers to these realms — no files on previous activities and operations were uncovered, despite the prolonged torture and execution of several bureaucrats and clerical types in the record-keeping offices. From our own sources, we know that these new Keepers are likely to be faster and more cunning than any rivals you have met to date. Rumor has it that they make use of the Sight of Evil spell more frequently than other Keepers, and in general tend to be more aggressive about unlocking the secrets of their rivals’ dungeons. They also are much more aggressive when it comes to acquiring the special powers, gems, etc., that lie hidden within some realms. And, we believe there are Keepers out there who may have anonymously participated in our seminars, and are therefore as well equipped as you are.

Remember that, as always, you will be competing with your rivals to recruit creatures to your service. It is possible to create or find Vampires, Ghosts, Skeletons, Horned Reapers and other less-frequent creatures. When these are available for headhunting, we’ve noted it with a parenthetical number in the “Local Resources” section. (E.g., “Vampire (2)” means two Vampires are currently lurking somewhere in the realm.) If there is not a parenthetical number beside a creature, there will always be 20 of those creatures available for recruitment.

Good luck, Keeper — and may the gore be with you.

Two-Player #1



- ① 1 Wizard, 1st level (unaligned)
1 Samurai, 1st level (unaligned)
- ◆ 2 Increase Level



Business Brief

Starting Capital

Gold	10000
Imps	3

Local Resources

Bile Demon
 Beetle
 Dark Mistress
 Demon Spawn
 Dragon
 Fly
 Hellhound
 Orc
 Samurai (2)
 Spider
 Tentacle
 Troll
 Warlock
 Wizard (2)

Lost Technology

Bridge



Action Items

Block off at least half of the area by having your Imps dig diagonally to capture one or two of the "extra" Portals.

Business Brief

Starting Capital

Gold 10000
Imps 10

Local Resources

Beetle
Bile Demon
Dark Mistress
Demon Spawn
Dragon
Fly
Hellhound
Orc
Spider
Tentacle
Troll
Vampire (2)
Warlock

Two-Player #2



1

1 Vampire, 8th level (unaligned)



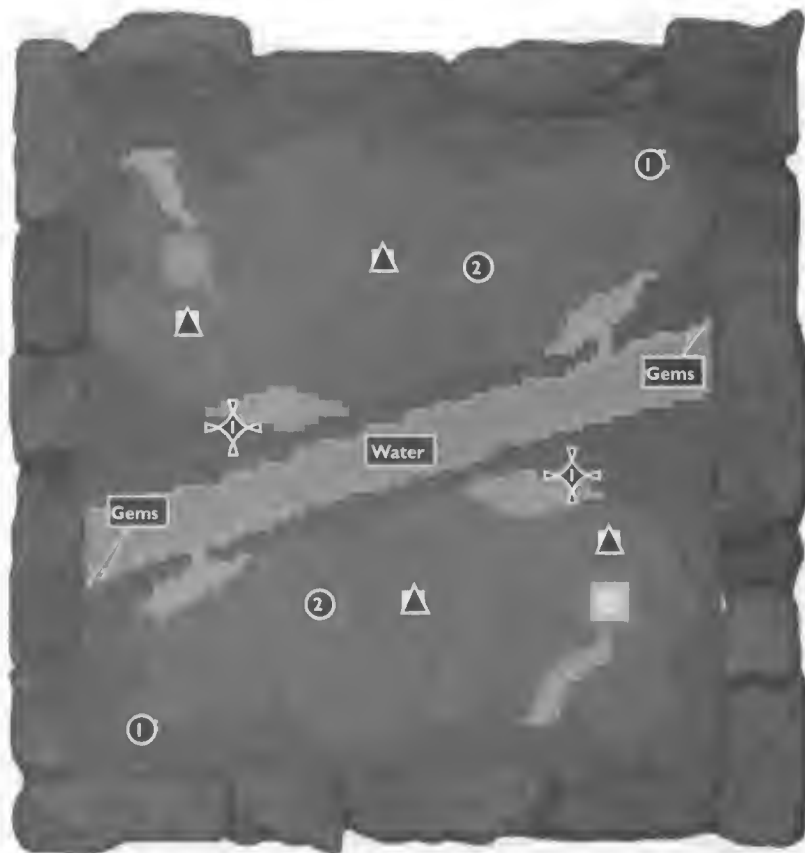
Increase Level

Action Item

There are two potential tactics. Concentrate on building up a dungeon and getting the best creatures, or go for the gold.

If you can barricade the gold off from your opponent, he'll never get much, even with the supply of Gems.

Two-Player #3



Business Brief

Starting Capital

Gold	5000
Imps	0

Local Resources

Beetle
 Bile Demon
 Dragon
 Dark Mistress
 Demon Spawn
 Fly
 Hellhound
 Orc
 Spider
 Tentacle
 Troll
 Warlock



① 3 Trolls, 5th level (unaligned)

② 1 Beetle, 1st level (unaligned)

⛶ Resurrect Creature

Action Items

The Portals are the key to this realm's conquest. There is enough gold to fund your empire, but it must be peopled with the best.

Business Brief

Starting Capital

Gold 10000
Imps 4

Local Resources

Beetle
Bile Demon
Dark Mistress
Demon Spawn
Dragon
Fly
Hellhound
Orc
Spider
Tentacle
Troll
Warlock

Two-Player #4



◆◆◆◆ Multiply Creatures

Action Item

The situation is slightly in favor of whomever controls the eastern side of the realm. Since the eastern Portal is on the northern side of the impenetrable divide, the northern Keeper is most likely to have the advantage.

If you are on the southern side, build up your rooms. Biggest, fastest, bestest should be your Imps' mantra.

If the battle extends beyond a brief and bloody first encounter, try to hold off until you have a Scavenger Room and a Graveyard before using the Multiply Creature Special.

Two-Player #5



Business Brief

Starting Capital

Gold	10000
------	-------

Imp5 4

Local Resources

Beetle

Bile Demon

Dark Mistress

Demon Spawn

Dragon

Fly

Hellhound

Orc

Spider

Tentacle

Troll

Vampire (2)

Warlock

- 1 5 Imps, 1st level (unaligned)
- 2 1 Hellhound, level 1 (unaligned)
- 3 1 Vampire, level 1 (unaligned)
- 4 1 Warlock, level 1 (unaligned)
- 5 1 Bile Demon, level 1 (unaligned)
- 6 1 Bile Demon, level 1 (green)
- ◆ - Increase Level

Action Item

The most important task will be to crank out traps, so that you can claim and mine the tunnel around the gold before the other guy.

Business Brief

Starting Capital

Gold	10000
Imps	3

Local Resources

Beetle
Bile Demon
Dark Mistress
Demon Spawn
Dragon
Fly
Hellhound
Orc
Spider
Tentacle
Troll
Warlock

Three-Player #1



Action Item

This is a hardball realm. No ancient magics, no lost rooms from abandoned dungeons long past. Just a smattering of gold and two blood-thirsty enemies.

The prudent way to approach this sort of situation would be to wall yourself off and build up a sizeable force. Unfortunately, that's the most obvious path of development.

Life is short. Try building an army of Imps and taking over a neighbor's Portal. Once you control two-thirds of the realm, the third Keeper will crumble.

Three-Player #2



Business Brief

Starting Capital

Gold	10000
Imps	0

Local Resources

Beetle
Bile Demon
Dark Mistress
Demon Spawn
Dragon
Fly
Hellhound
Orc
Spider
Tentacle
Troll
Warlock

Action Item

There are advantages to being inside. It's far easier to wall yourself off, nice and cozy, to plot and plan your acts of carnage and strategic atrocities. If you find yourself within such solid walls, by all means take advantage of the fact and put up more walls and traps, and then stoke up the engines of your war machine.

Being on the outside has two benefits. First is the fact that there is access to more than one Portal. The second is that there is a handy strip of water on which to build a Lair. Recruit Tentacles, and make certain they put their nests directly next to the river in order to gain experience as they sleep.

Business Brief

Starting Capital

Gold	10000
Imps	5

Local Resources

Beetle
Bile Demon
Dark Mistress
Demon Spawn
Dragon
Fly
Hellhound
Spider
Tentacle
Troll
Orc
Warlock

Three-Player #3



①

2 Barbarians, 2nd level (white)

Action Item

Block off and build is the best answer. Keep an eye on the closest opponent, and if his lair shows his status to be weaker than yours, don't waste time. Find a weak spot if you can, break his fangs off and use them for toothpicks.

There are no freebies in this area. One vein of gold is holding some irate heroes, and the little hero fortress isn't worth the effort of blowing the walls up; there's nothing inside but dripping ceilings and slippery floors.

Three-Player #4



Business Brief

Starting Capital

Gold	10000
Imps	4

Local Resources

Beetle
 Bile Demon
 Dark Mistress
 Demon Spawn
 Dragon
 Fly
 Hellhound
 Orc
 Tentacle
 Troll
 Spider
 Warlock



- ① Monk, 6th level (white)
- ② Spider, 1st level (unaligned)
- ◆ Reveal Map

Action Item

There is enough ready cash on hand to fund anything you might be inclined to create. Pick one or two specific types of powerful creatures, and build your dungeon specifically to attract and train them.

Business Brief

Starting Capital

Gold 10000

Imps 4

Local Resources

Beetle

Bile Demon

Dark Mistress

Demon Spawn

Dragon

Fly

Hellhound

Orc

Spider

Tentacle

Troll

Warlock

Three-Player #5



- | | |
|---|--------------------------------------|
| 1 | 2 Bile Demons, 1st level (unaligned) |
| 2 | 4 Tentacles, 1st level (white) |

Action Item

At first glance, it would appear to be an all-out race to the central castle, but the catch is that there are Tentacles with delusions of honorability at the heart of it. The good news is that they are safe behind walls. The bad news is that the walls become much weaker once the castle is claimed.

The race is actually to reach the Bile Demons first, not to claim the castle.

Four-Player #1



- ① 2 Monks, 3rd level (white)
- ② 4 Tentacles, 1st level (unaligned)
- ◆ Increase Level, Make Safe

Action Item

There are several different tactics. Which one you choose depends on whether you can predict which way your neighbor will jump. If he goes for the central Portal, that gives you time to head for his Specials. If he goes for the Specials, you should try to suborn his Tentacles before he has a chance. Pick one rival, and concentrate on one conquest at a time.

Business Brief

Starting Capital

Gold	10000
Imps	4

Local Resources

Beetle
Bile Demon
Dark Mistress
Demon Spawn
Dragon
Fly
Hellhound
Orc
Spider
Tentacle
Troll
Warlock

Business Brief

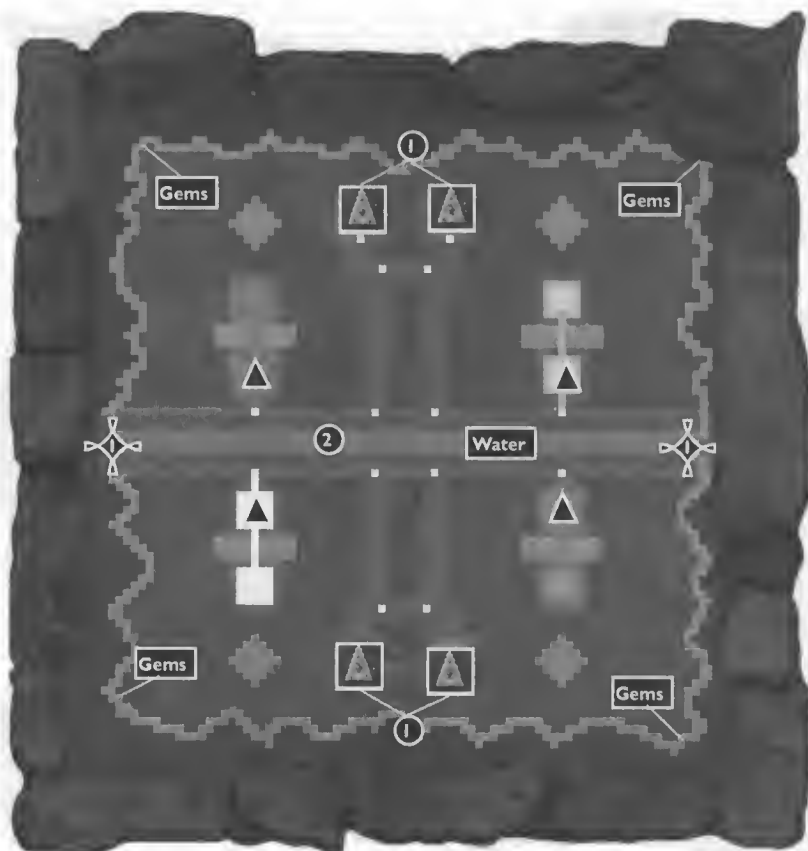
Starting Capital

Gold 10000
Imps 4

Local Resources

Beetle
Bile Demon
Dark Mistress
Demon Spawn
Dragon
Fly
Hellhound
Orc
Spider
Tentacle
Troll
Vampire (4)
Warlock

Four-Player #2



- ① 1 Vampire, 1st level (unaligned)
- ② 7 Tentacles, 1st level (unaligned)
- ◆ Resurrect Creature

Action Item

Speed! Haste! Slow Keepers are dead Keepers.

Your best bet is Possessing an Imp, breaking through to the Tentacles, and heading straight for the Scavenger Rooms. If the coast is clear, you might try heading, not for the closest Scavenger Room, but the next one over. Extra points if you can slow your rival down.

Four-Player #3



- ① 1 Samurai, 9th level (white)
- ② 5 Imps, 1st level (unaligned)
- ③ 1 Horned Reaper (unaligned)

Action Item

Frankly, this will probably be a more successful battle when fought as a war of attrition. Hole up, let your enemies fight each other, and then come out when there's only one left. If that doesn't look feasible, just try to train your creatures up as fast as you can. That includes capturing a Samurai and using him as a sparring partner for your strongest warriors.

Business Brief

Starting Capital

Gold	10000
Imps	4

Local Resources

Beetle
Bile Demon
Dark Mistress
Demon Spawn
Dragon
Fly
Hellhound
Orc
Spider
Tentacle
Troll
Warlock



Business Brief

Starting Capital

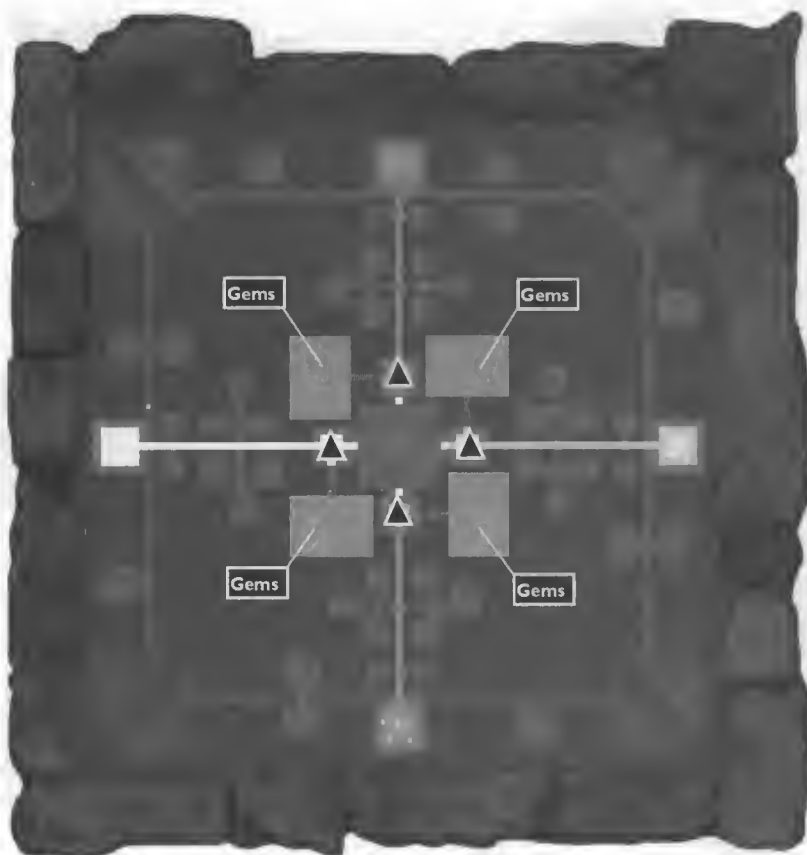
Gold	10000
Imps	4

Local Resources

- Beetle
- Bile Demon
- Dark Mistress
- Demon Spawn
- Dragon
- Fly
- Hellhound
- Orc
- Spider
- Tentacle
- Troll
- Warlock



Four-Player #4



Action Item

Fortify and Conquer! It's no good being one among equals, and it's even worse to fight a war on all sides. The first priority is to take over one of your neighbors before he stops yawning into his morning coffee.

Create a small army of Imps, and set them to fortifying your halls along one neighbor's side. You will attack the other neighbor.

Possess an Imp and dig straight through the gold and into your enemy's unprotected corridor. Immediately start possessing a path up to his Portal, and set your Imp to claiming the Portal, while you bring in some reinforcements to protect his back. Then it's a matter of focusing on building up your forces.

Four-Player #5



Business Brief

Starting Capital

Gold	10000
Imps	0

Local Resources

Beetle
 Bile Demon
 Dark Mistress
 Demon Spawn
 Dragon
 Fly
 Hellhound
 Horned Reaper (1)
 Orc
 Skeleton (16)
 Spider
 Tentacle
 Troll
 Warlock

- ① 4 Skeletons, 1st level (unaligned)
- ② 1 Horned Reaper, 1st level (unaligned)
- ◆- Lightning Trap
- ◆- Resurrect Creature

Action Item

Definitely an opportunity for the truly depraved. While it is always a good idea to fall back and fortify your position, a little surprise keeps a relationship healthy ... and you want your relationships to be master/slave. Possess an Imp to go out and dig the Horned Reaper while others are still planning out where to put their Hatchery. Yes, it will hurt the Imp. So?



BRIEF WORDS
FROM THE DARK
(CREATOR-OVERLORDS)

Brief Words from the Dark Creator-Overlords

Peter Molyneux

What did you do on *Dungeon Keeper*?

I came up with the original game design and then wrote the testbed, which was the beginnings of the game. I then wrote the computer player and the computer assistant. I have played *Keeper* more than I've played any other game, thousands of hours at least. Having had *Dungeon Keeper* constantly on my mind for the last two and a half years, it is going to seem strange not to dream about it every night.

What do you like most in the game?

I like the fact that you can play the game any way you want and I like it that people have difficulty describing *Dungeon Keeper* in any one way.

How has working so hard on the project affected you?

It's turned me back into the hermit I swore I would never be after *Theme Park*.

Have you taken up any bad habits as a result?

I smoke more than ever, I drink to excess and I take self-gratification to the extreme.

Which Creature Torture do you like the best?

The Bile Demon because he's so cool.

Do you have a playing hint or tip to share?

Best tip of all is to try out as many different things as possible. There are hundreds of little features in the game so there is no definite way of completing a level.

Team Playlist

Dungeon Keeper is a game drenched in atmosphere.

On the following pages, the *Keeper* team recommend some musical interludes, which for them create the right sense of tension whilst playing the game.

What are you going to do now that *Dungeon Keeper* has been finished?

First I will sleep. Then I will reinstate my social life. Next I will go to Amsterdam. Once all that is finished, I will start on my next game which will be the coolest game ever.

I thought of *Dungeon Keeper* some three years ago while I was sitting in my car in the middle of a traffic jam. I was bored to tears, waiting for the cars in front to begin moving again. Then the idea of a reverse role playing game popped into my head. Yes, I thought, this could be a good game. You could have loads of monsters crawling around deep, dark tunnels. You could have the power to control them directly, deal with all their problems and petty grievances. As your dungeon grows, your power would increase. You could mine and hoard gold and have to put down rebellions. On top of all this, you could have the traditional heroes invading the trap-laden dungeon you'd created. I was so deep in thought, I hadn't realised the traffic had cleared.

I still want to write computer games, even after *Populous*, *Powermonger*, *Syndicate* and *Theme Park* and the seemingly endless sixteen-hour days. Imagine working in a room 15ft by 14ft with six other people, all with different backgrounds, personalities and attitudes and all wondering what they were doing there. Then imagine me wildly waving my arms about claiming to know what to do next. This sounds like a disaster of monumental proportions, but we were all convinced that *Dungeon Keeper* would make a great game.

We have been working fifteen-hour days, hardly leaving the house and not seeing any 'outsiders' until we considered the game perfect. This, of course, was immensely unpopular with absolutely everyone, but we all felt that it was worth the risk to our reputations, social lives and futures.

But there is nothing, absolutely nothing in this world to compare with the feeling of seeing someone play the game you created. To be part of making a game that will touch so many people's lives, seeing people caught up in the world you've created, is like no other experience.

How do I start to thank everyone who has had faith in the game design? I must start with everyone on the team who have stood by me through thick and thin. I would like to thank Mark Lewis, VP of EA, who saw the first glimmer of potential in the game and campaigned for its completion.

Dungeon Keeper is my final game for Bullfrog and this is part of the reason I wanted to make it so good. It's a sort of goodbye and thanks for all the great times past.

Peter's music

Children,

by Robert Miles

Semantic Spaces,

by Delirium

Simon's music

The Dreaming,
by Kate Bush

Promenade,
by The Divine
Comedy

Simon Carter

What did you do on *Dungeon Keeper*?

I was the Lead Programmer. This mean, in effect, that I spent a number of years writing and organising 800,000 lines of code, taking crap for delays and trying to make this the best game ever played by mortals.

What do you like most in the game?

I like the fact that the game places no particular emphasis on its many varied elements. As such, the player is left to play the game in their own particular style.

How has working so hard on the project affected you?

I have been protected from any ill effects by the elves who live in my bath.

Have you taken up any bad habits as a result?

Programming.

Which Creature Torture do you like the best?

Hamsters. I especially enjoy sticking them to fly paper and hanging them from my ceiling.

Do you have a playing hint or tip to share?

When playing Peter Molyneux in a multiplayer game, try attacking him from two sides with invisible creatures: he starts panicking and shrieking like a woman.

What are you going to do now *Dungeon Keeper* has been finished?

I'm intent on familiarising myself with my motor functions, moving objects and bright lights.

Well, that's it. It's over. *Dungeon Keeper* has been completed, is hopefully nestling comfortably on shop shelves, and I find myself rather shocked and confused by such a bizarre state of affairs. *Dungeon Keeper* was a work of obsession and commitment. As a team we were devoted to creating the best game we possibly could. I sincerely hope that everyone who plays the game believes that, for once, the end has justified the means.

Mark Healey

What did you do on *Dungeon Keeper*?

A lot of graphics. Yes, definitely. And some other stuff.

What do you like most in the game?

The way it tells the story of messing up a beautiful world because of some bizarre quest to own all that shiny stuff!

How has working so hard on the project affected you?

I lost my girlfriend, it's crippled my back and I've lost my will to live. Apart from that, nothing really.

Have you taken up any bad habits as a result?

Plenty.

Which Creature Torture do you like the best?

The Thief's 'nad pummel.

Do you have a playing hint or tip to share?

Crank up your stereo and lose yourself.

What are you going to do now *Dungeon Keeper* has been finished?

Heal my body and spirit.

Mark's music

Daydream Nation,
by Sonic Youth

Millions Living Will
Never Die,
by Tortoise

"What's that noise?"

"Not sure - what's the time?"

"About 3 am."

"It must be Mark coming home."

"Who's Mark?"

"He's our lodger."

"Oh, I wondered who was making all that mess in the spare room. What's that other noise?"

"That's his skeleton clicking."

"Well, he's woken the baby now."

"Hi, MARK!"

"Er, hi, um, g'night!"

[PAUSE]

"What's that funny smell?"

"That's his medicine."

"Does he have a girlfriend?"

"Not any more."

"What about friends?"

"Very few."

"What does he do all day?"

"Not sure, he said something about doing the 'fly torture' the other day, but I changed the subject."

"When's he moving out?"

"He's been saying two weeks, for about the last year."

"Sooner the better, that's what I reckon ..."

Jonny's music

Distance to Goa 4,
by Distance Records

So Far,
by Alex Reece

Jonny Barnes

What did you do on *Dungeon Keeper*?

I programmed the Creature A.I., the room-creature interaction, the combat/brawl and the Level Editor.

What do you like most in the game?

The abundance of subtle game features. I also think the chickens are cool.

How has working so hard on the project affected you?

Dark, tired eyes, I have missed 75% of weekends and I've been subjected to Dene Carter's gothic music so much that I've probably begun to like it. I've also developed, on occasion, an irritating Sid James-style laugh.

Have you taken up any bad habits as a result?

Being unapproachable in the morning and having a body clock that won't sleep before 3am.

Which Creature Torture do you like the best?

For her screams: the Mistress.

Do you have a playing hint or tip to share?

Feed your prisoners really well, then torture them for ages on a torture table.

What are you going to do now *Dungeon Keeper* has been finished?

Kick back and milk the summer for all it has to offer.

It feels as though I'm back in the real world having been on some mad adventure, battling against the odds. Now, standing in the sun that's been calling my name for some time, I'm enjoying our victory.

Indeed, our victory; the victory of the team who have remained confident throughout. Not only have they been my colleagues, they have been the majority of my social life and my friends, in spite of the hell we've put each other through.

Dungeon Keeper has been something amazing to create, despite the amount of hours it has taken from me. I have no regrets, as the end has resulted in something original, that edges a smile upon every face.

I'm going to avoid a list of thanks, as many people have contributed to my sanity. So I'm outta here, my life is my own again, and I'm going to enjoy it with the friends who have kindly remained so patient throughout.

Alex Peters

What did you do on *Dungeon Keeper*?

The network game, most of the effects, the front end stuff and bits of everything else.

What do you like most in the game?

All of it.

How has working so hard on the project affected you?

Are you implying there's such a thing as life outside a project? I think not.

Have you taken up any bad habits as a result?

Slapping.

Which Creature Torture do you like the best?

The original Mistress torture.

Do you have a playing hint or tip to share?

Don't lose.

What are you going to do now *Dungeon Keeper* has been finished?

Bury myself in the sand on some sunny, warm beach thinking 'isn't this nice' until I get bored. Alternatively, I'll just go home.

Finished. That's it. I think it's great, I hope you do. How did Joanna Watts put up with it for so long?

I'm going home now. Have Fun. Alex.

Alex's music

Prozaic,
by Honeycrack

How to Make
Friends and
Influence People,
by Terrorvision

Russell's music

Mellon Collie and
the Infinite Sadness,

by Smashing
Pumpkins

Jagged Little Pill,
by Alanis Morissette

Russell Shaw

What did you do on *Dungeon Keeper*?

The sound and music.

What do you like most in the game?

To be given the chance to make, break, slap, crush, electrocute, build, weld, meld, wield, shield and destroy. All this and no meetings first.

How has working so hard on the project affected you?

3 o'clock.

Have you taken up any bad habits as a result?

Pulling wings off flies.

Which Creature Torture do you like the best?

Pulling wings off Flies.

Do you have a playing hint or tip to share?

Try to keep your gold above zero.

What are you going to do now *Dungeon Keeper* has been finished?

Speaking to Simon (Carter) recently, it would seem we both experience the same dream/nightmare at least once a month. Although not having attended anything resembling a school or college for many years, I am faced with the horror of arriving at a school to be confronted with an exam paper for a subject which I haven't attended for at least a year. Also I haven't a clue which class I'm meant to be in or what my timetable is. Slowly, however, reality dawns and surfacing from unconsciousness forces the truth that my brain so cruelly concealed from me — Ha, Ha, I passed all my exams 15 years ago. It was all a dream — THANK YOU GOD. Anyway *Keeper* goes final today and I haven't done any of the music, sound effects or speech. Also I don't know where my room is or how to operate any of my equipment, ZZZZZzzzzzzz ...

This has been a long, hard project which would have been impossible if not for the brilliance, intelligence and humour of the whole *Keeper* team. What we have now is the best game Bullfrog has ever done and I am proud to have been involved in it.

Now I'm off to find a tropical beach, lie on it and not get up for two weeks.

Barrie Parker

What did you do on *Dungeon Keeper*?

Since November 1995, I've been designing levels for *Dungeon Keeper*. I was responsible for the content of the script language, a large number of the levels and the secret levels.

What do you like most in the game?

The point in the level where you begin to get onto the front foot and take the battle to the enemy.

How has working so hard on the project affected you?

I have lost hair (but not as much as the Carters). I've started chewing my toenails. I now have a rational sense of fear and laugh uncontrollably at inferior games.

Have you taken up any bad habits as a result?

Stopped smoking and drinking.

Which Creature Torture do you like the best?

The Fairy.

Do you have a playing hint or tip to share?

Use invisible Imps to steal your opponent's rooms without their knowledge.

What are you going to do now *Dungeon Keeper* has been finished?

Take a long holiday in the Bahamas. Then start on the PSX and Internet version.

Barrie's Music

K,

by Kula Shaker

The Analogue

Theater,

by C. J. Bollow

Shin's music

Andromeda Heights,
by Prefab Sprout

The Crow,
Soundtrack from the
film

Shintaro Kanaoya

What did you do on *Dungeon Keeper*?

I designed the first thirteen levels, including the tutorial levels. Also, I jumped around the office bringing cheer and goodwill to my co-workers, thus spreading a little more peace and harmony throughout the universe.

What do you like most in the game?

The first thirteen levels, including the tutorial levels. Also, a secret message I subtly implanted which says hi to all my mates and my mum.

How has working so hard on the project affected you?

I have a very sore right wrist and my bowels feel clogged.

Have you taken up any bad habits as a result?

I've stopped washing my elbows and behind my ears.

Which Creature Torture do you like the best?

The hidden torture where all of the team get slowly-spit roasted by me.

Do you have a playing hint or tip to share?

200 Marlboros and an espresso machine.

What are you going to do now *Dungeon Keeper* has been finished?

Switch to my left hand.

Steve Lawrie

What did you do on *Dungeon Keeper*?

I tested *Keeper* for bugs and helped balance levels and features in the game. I was also consultant to Jon Rennie who did the manual. Every five minutes I would hear 'Steve! How do you cheat to get ...'

What do you like most in the game?

You can play the game any way you like. There is so much to do, it would take you a few times playing through the whole game to see everything.

How has working so hard on the project affected you?

I quite often think of strategies to use in the game while I am trying to fall asleep at night.

Have you taken up any bad habits as a result?

Whenever I play another game (such as *Theme Hospital*), I keep wanting to slap everything.

Which Creature Torture do you like the best?

I think all of the torture animations are great but I like the Warlock's best.

Do you have a playing hint or tip to share?

Get a Graveyard so that you can get some Vampires. Train them up and they become as hard as nails!

What are you going to do now *Dungeon Keeper* has been finished?

I'll have to move onto the next project. Sob.

Steve's music

Tubular Bells,
by Micheal Olfield

Oxygene,
by Jean Michel Jarre

Dene Carter

What did you do on *Dungeon Keeper*?

I spent the last two years programming the user interface, bits of the engine, bits of the Imp logic, bits of the room code, bits of the bits, bits of the bits of the bits....

Bits ...? What *bit* of the game are you personally most proud of?

In my case, the creatures' shadows. I programmed them on a bet. I won.

How has working so hard on the project affected you?

I now have a sizable scalpel collection and I can talk to spiders.

Have you taken up any bad habits as a result?

I keep buying woodwind instruments I will never learn to play. I now have enough to build a small log cabin into which I plan to move in the Autumn.

Which Creature Torture do you like the best?

The fai... Oh who am I trying to kid? It's the mistress, okay? I don't care what the others have said. They're just lying because they're too embarrassed to admit they like the sight of a kneeling cat-suited woman being spanked.

Do you have a playing hint or tip to share?

Try slapping boulders into enemy dungeons. Squish, splat, rumble crunch. Game over. Hahahahaha.

Dene's music

Pornography,
by The Cure

Broken,
by Nine Inch Nails

What are you going to do now *Dungeon Keeper* has been finished?

Blink in the dwindling sunlight, attempt to remember how to use my legs and try to remember the names of all those people who knew me before *Keeper*. I had hair, dammit ... they won't recognise me any more ...

What do you mean, *Keeper's* finished? That can't be right. Does this mean I have to go out 'there' again? You know - the real world? That place where people hold conversations and eat and walk about and look at trees and things? Well, I have news for you. I'm not coming out. Nope. No way. I like it here. I have Cure CDs, nail varnish, sunglasses, flutes/recorders and other things of importance right by my monitor. I don't need decent food now that I am able to metabolise insects, arachnids and small invertebrates. How am I supposed to adjust to 'normality'?

Despite *Keeper's* life-throttling effects, I managed to retain a group of friends who have been enormously patient and supportive. I suppose I ought to thank them for putting up with my moodiness and for bullying me into doing the SlimeLight thing on many occasions — particularly on those nights before major deadlines. A big thank you to Andy and the rest of the Tarts.

So now I'm going to go on holiday, buy some new clothes, replace my crappy old Lada (with a shopping trolley, perhaps) and run around flapping my arms like a penguin on steroids. Waaaack.

Sean Masterson's music

Grandma,
by St. Winifred's
School Choir

Ad Nauseum,
by Derek & Clive

James Leach's music





Unchained Melody,
by Robson & Jerome

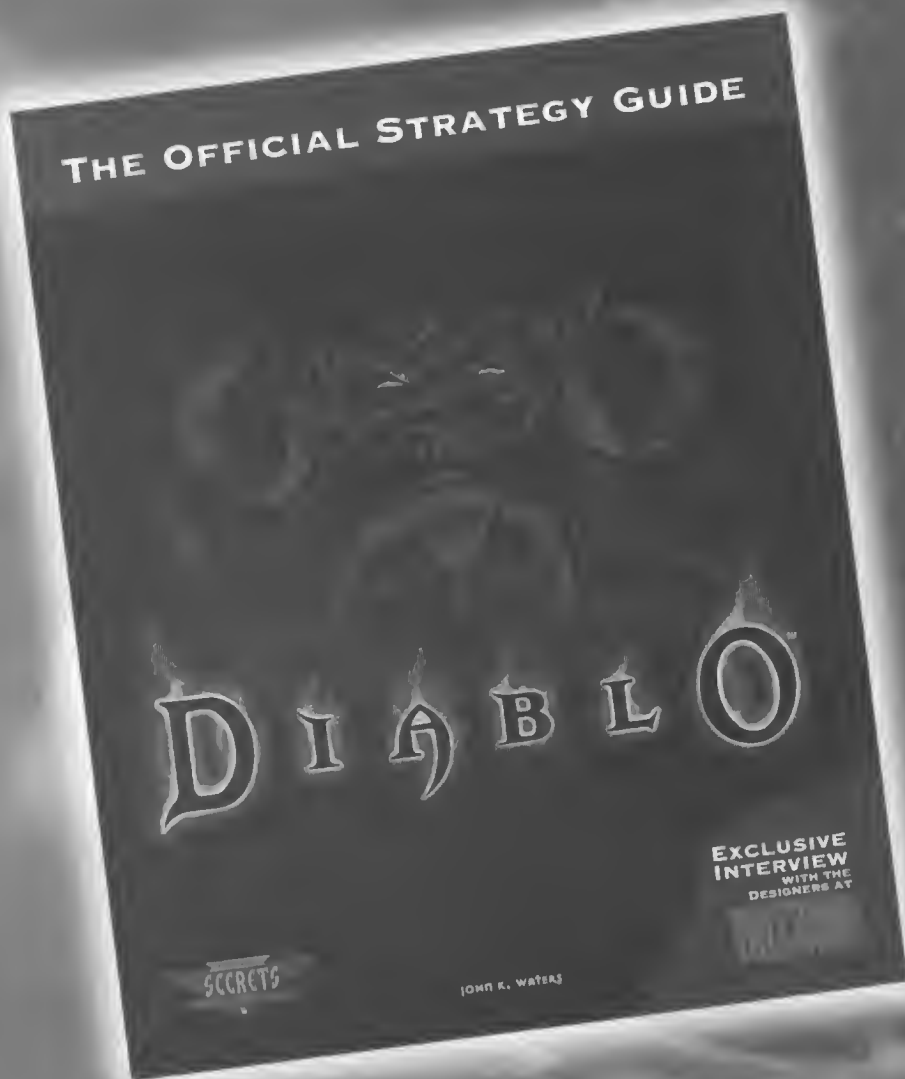
Derek & Clive
Come Again,
by Derek & Clive

And a single everyone likes

Breathe,
by The Prodigy

KEEPER CHRONOLOGY

1994		November	Simon Carter starts on the project. His first task is to tackle <i>Dungeon Keeper's</i> biggest problem: how are all these little creatures going to navigate around an ever-changing dungeon?
		December	Simon begins work on the most ambitious and flexible 3-D lighting routines ever.
1995		January	Mark Healey joins the team and promptly subscribes to an S&M magazine called <i>Skin 2</i> (allegedly for inspiration).
		March	Research and Development give the team a rough engine.
		May	Jonty Barnes joins and starts work on the level editor.
		September	The Possess Creature first-person view is integrated into the game. Dene Carter joins the project and starts putting shadows on all the creatures (something which everyone said was impossible). Jonty leaves to finish degree.
		December	Try to rush a version out for Christmas. Fail miserably, but, in doing so, realise where the focus of the game should lie — a living world you create rather than a wargame derivative.
1996		February	The team move to Peter Molyneux's house to write a testbed version of the game. Peter decides he isn't suited to corporate life and is much better at writing games. He decides to focus on the project/programming full time.
		July	The team back to Bullfrog. Jonty is back after getting his degree. Alex Peters moves onto project and starts by getting <i>Dungeon Keeper</i> working under <i>Windows 95</i> . We start integrating the testbed into the game.
		September	We show <i>Dungeon Keeper</i> at the European Computer Trade Show show to great acclaim.
		October	We start to realise what a great game we have, but God knows how long it will take to complete.
1997		February	The team need to focus on finishing the game, so we all move back to Peter's house. The first version of the multiplayer game is played at 2am one Friday morning. We all stand up and announce that it is the best multiplayer game we have ever played on the PC.
		April	<i>Keeper</i> goes into final test.
		June	<i>Keeper</i> signs off.



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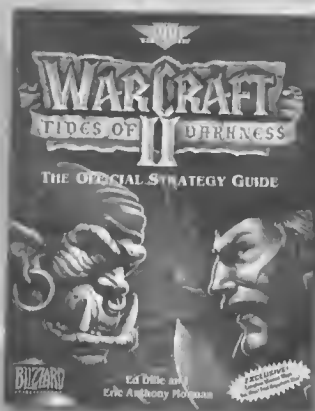
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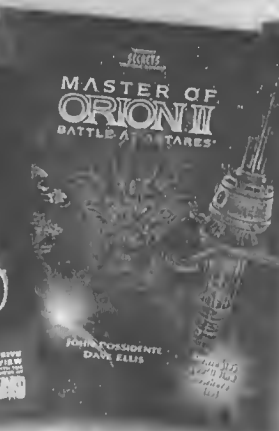
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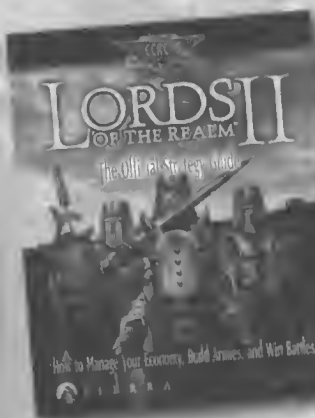
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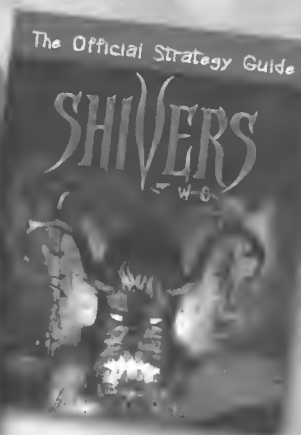
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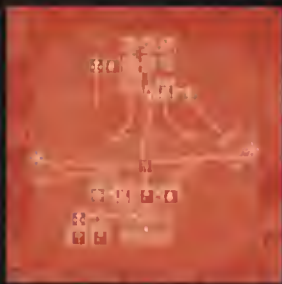
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